

PC ZONE

WORLD EXCLUSIVE!

Super! Smashing! Great! **DESTRUCTION DERBY 2**

Star Control 3

Seminal Space Combat Ahoy!

Sega Rally

Prepare To Be Converted!

NASCAR 2

Runs Rings Around The Rest

FIFA Manager

Better than CM2?

SkyNET

*Multi-player
Terminator*

**198 PAGES!
OVER 30
GAMES REVIEWED
INSIDE!**

EXCLUSIVE REVIEW!

ALIEN TRILOGY

The Bitch Is Back!

*Your CD is missing!
Ask your newsagent NOW!*

LIFE CHANGING!

NEW GAME OFFER

See page 166

**EXCLUSIVE!
VIRTUA COP
REVIEW & DEMO!**

01 >



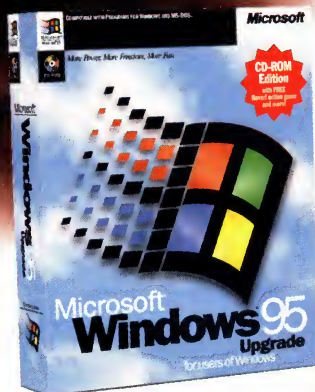
Know one when you

This sign appears only on a select number of games specially created for Microsoft® Windows® 95 - a sensational gaming experience.



Why

With Microsoft® Windows® 95, you get instant action. No messing around with installation disks or typing in commands. Just plug in the CD and you're straight into the hottest games ever from the leading players in the business. You get great 3D graphics. Stunning sound. Lightning agility. Deadly precision. And you can multiplay on the Internet with anyone, anywhere, anytime.



Deadly Tide™ Microsoft
A high energy all-out war against aliens plotting to submerge the planet in the eerie world of the abyss

Where

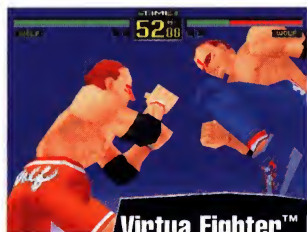
Seeing is believing. Get your hands on demos and videos of these hot games. Connect to the Hot Games for Microsoft® Windows® 95 web site.

<http://www.microsoft.com/europe/hot/>

The hottest



Bug! Sega PC
An original platformer played on a labyrinth of walkways with ground breaking 3D multi scrolling backgrounds.



Virtua Fighter™ PC
Sega PC
A polygonal based, arcade beat-em up set in an amazing 3D environment.



Super EF2000®
Ocean
Acclaimed as 'the best flight sim ever', created by Digital Image Design - the authentic name in flight simulation



Guts 'N' Garters®
Ocean
A rare combination of strategy, intuition and good old fashioned firepower.

EXTREMELY FLAMMA

<http://www.microsoft.com/europe/hot/>

e

18

see one.

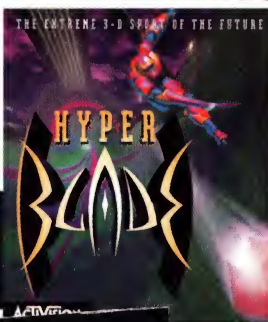
Available at these
leading games retailers

PC World
Byte Computer Superstore
HMV
Game
Comet
Dixons
Silica
Staples

SideWinder™ game pad
Microsoft
• The power of programmable button combinations and the challenge of up to four players simultaneous gaming.

SideWinder™ 3D Pro
Microsoft
• The deadly precise digital joystick with 3D handle rotation.

Flight Simulator®
Microsoft
• As real as it gets - the best way to experience the thrill and challenge of piloting civilian aircraft.



Monster Truck Madness™
Microsoft
• The radical racing simulation that puts you in the untamed, high-speed, dirt-kicking, car-crushing world of monster trucks

NBA® Full Court Press™
Microsoft
• The basketball game that's so real and intense, you'll sweat!



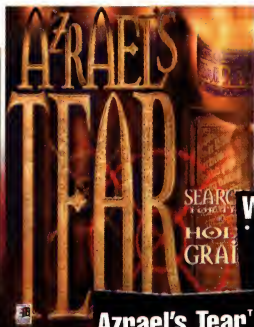
MechWarrior® 2:Mercenaries™
Activision
• The all new sequel to the best selling Mechwarrior 2. 3-D combat simulation taken to the next level.



Hyperblade™
Activision
• Experience the high-speed thrills of extreme skating combined with combat manoeuvres in the 3-D sport of the future.



Lord of the Realms II™
Sierra
• An outstanding strategy/action game set in 13th century England



Azrael's Tear™
Mindscape
• A unique real time 3D adventure role playing game

War Wind™
Mindscape
• An epic battle for re-unification and freedom through domination, liberation and revenge



Rama™
Sierra
• The ultimate Sci-Fi adventure game, featuring the author Arthur C. Clarke

Destruction Derby™ II
Psygnosis
• Resprayed, rebuilt and returned, Destruction Derby 2 features a helter-skelter collision course of crumple zones, hit and run mayhem and action packed carnage.



DiscWorld® II: Missing Presumed...!?
Psygnosis
• The incompetent wizard Rincewind takes on the role of Death in this madcap animated extravaganza.



games you'll ever handle.



SIERRA®

Microsoft®



SEGA™ PC

ACTIVISION®

ocean

Microsoft, Windows, the Hot Game logo, DirectX, MS-DOS, Flight Simulator, Monster Truck Madness, Deadly Tide, and SideWinder are either registered trademarks or trademarks of Microsoft Corp. in the United States and/or other countries. All other brand and product names listed are trademarks or registered trademarks of their respective holders and hereby recognised as such.

The Special Reserve QUAD, FOXX, MAXX & BIZZ PC's

NEW IMPROVED SOFTWARE PACKS

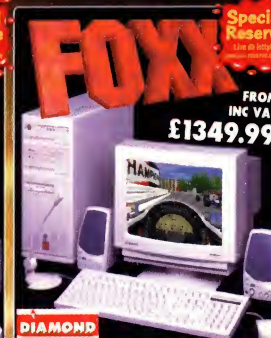


WHY PAY MORE?

BEST BUY - WHAT PC?
BEST BUDGET BUY - COMPUTER SHOPPER
BEST MULTIMEDIA BUY - PC FORMAT

"A STUNNING PACKAGE" "95%" "TOTALLY OUTRAGEOUS"

100 THE ULTIMATE COMPUTER SHOPPER
A PENTIUM PC FOR 36 PAYMENTS OF £34.13 PER MONTH 10% DEPOSIT APR 17.9%



The Special Reserve QUAD PC
1000 MB QUANTUM TEMPEST DRIVE
QUAD SPEED CREATIVE LABS CD ROM DRIVE
SOUND BLASTER 16 VIBRA SOUND CARD
DIAMOND STEALTH 64 GRAPHICS & WINDOWS ACCELERATOR
TRITON II HX + 512k CACHE HIGH PERFORMANCE MOTHERBOARD
 With ALL the software below including Microsoft Works office suite, Encarta and 21 great CD Rom games - PLUS 10 FREE GAMES

The Special Reserve FOXX PC
2100 MB QUANTUM TEMPEST DRIVE
EIGHT SPEED CREATIVE LABS CD ROM DRIVE
SOUND BLASTER 16 PRO ASP SOUND CARD & MICROPHONE
DIAMOND STEALTH 3D SVIRGE CHIP & 2 MB RAM
TRITON II HX + 512k CACHE HIGH PERFORMANCE MOTHERBOARD
 With ALL the software below including massive value Microsoft Reference CD's, Works, Publisher and 8 top CD Rom games - PLUS 10 FREE GAMES

The Special Reserve MAXX PC
3200 MB QUANTUM TEMPEST DRIVE
EIGHT SPEED CREATIVE LABS CD ROM DRIVE
SOUND BLASTER 32 PnP WAVE TABLE CARD & MICROPHONE
MATROX MYSTIQUE 3D MGA GRAPHICS & 2 MB SGRAM
TRITON II HX + 512k CACHE HIGH PERFORMANCE MOTHERBOARD
 With ALL the software below including superb value Microsoft Activity CD's, Works, Encarta, Autocad and 10 top CD Rom games - PLUS 10 FREE GAMES



All Special Reserve PC's are built with genuine branded top quality components. More information is available from our Web site at <http://special.reserve.co.uk>.

Samsung 14" Syncmaster Monitor
 Colour 0.28 dot pitch SVGA monitor with tilt and swivel stand. Or optional 15" or 17" models. BIZZ has a Syncmaster 15" A/V monitor with built-in stereo speakers.

Attractive Midi-Tower Case
 1.44 MB floppy, 7 drive bays, 3 32 bit PCI and 4 ISA slots.

Intel Pentium P120 or higher CPU with silent fan
 Pentium PCI motherboard with high performance Intel Triton II (HX) chipset including 512k pipeline burst mode cache installed and EDO RAM support for extra speed.

Quantum Fireball Tempest Hard Drives
 Massive EIDE hard drives - A real increase in performance.

Powerful Windows and Graphics Acceleration
 With MPEG Video CD software to run full motion video. Leading Diamond Stealth and Matrox cards are chosen for guaranteed future compatibility with the most demanding software.

Genuine Creative Labs Multimedia
 Creative Labs CD ROM drive plays music and video CD's. Genuine Creative Labs Sound Blaster 16 or 32 stereo sound card for full compatibility with your games. Extensive utility software including Ensemble CD, Ensemble Wave, Ensemble MIDI, Creative Mixer and Wave Studio plus additional sample sounds and effects.

Stereo Speakers & Microphone
 QUAD comes with Creative Labs SBS 38's. FOXX has Labtec LCS600's. MAXX has superb LCS1024's worth £50. Creative Labs desk microphone with FOXX and MAXX. 8 MB, 16 MB or 32 MB of fast EDO RAM exp. to 128 MB. Windows 95 Keyboard, mouse and mat

1 year on-site warranty, or 2 years for just £60 more
PLUS ten EXTRA games FREE (except BIZZ) and Quake 1st Episode & Duke Nukem 3D early levels.
 All software on CD and installed (except D.N. & Quake). High value software bundle including Microsoft Works office suite containing Word Publisher, Spreadsheet & Database.

FREE 1 YEAR ON-SITE WARRANTY. ADD £15 FOR FAST DELIVERY TO MOST UK MAINLAND ADDRESSES
 WARRANTY DOES NOT COVER SOFTWARE - FULL DETAILS ON REQUEST. ALL OFFERS SUBJECT TO STOCK. PRICES AND SPECIFICATION MAY CHANGE.

Special Reserve Multimedia PC's - with everything!	INC VAT	EX VAT	Designed for speed
Repayments over a maximum of 36 months from 34.13 per month including VAT. 10% deposit required. APR 17.9%			
QUAD P120 + 8 MB RAM	1069.99	910.63	WORLD'S BIGGEST GAMES CLUB
QUAD P150 + 16 MB RAM	1219.99	1038.29	
QUAD P200 + 16 MB RAM	1419.99	1208.50	
FOXX P120 + 8 MB RAM	1349.99	1148.93	
FOXX P150 + 16 MB RAM	1499.99	1276.59	WORLD'S BIGGEST GAMES CLUB
FOXX P200 + 16 MB RAM	1699.99	1446.80	
MAXX P120 + 8 MB RAM	1549.99	1319.14	
MAXX P150 + 16 MB RAM	1699.99	1446.80	
MAXX P200 + 32 MB RAM	1999.99	1702.12	

PLEASE ALSO SEE OPTIONS ELSEWHERE ON THIS PAGE

PERSONAL LOAN OR CHARGE CARD AVAILABLE SUBJECT TO STATUS - PLEASE ASK FOR DETAILS
 REGISTERED OFFICE - INTER-MEDIATES LTD, 2 SOUTH BLOCK, THE MALTINGS, SAWBRIDGEWORTH, HERTS, CM21 8PG. ERRORS AND OMISSIONS EXCLUDED.

OPTIONS for Special Reserve PC's
SECOND YEAR ON-SITE WARRANTY ...£60.00
 Note: The Samsung Monitors supplied include a two year on-site warranty. Our on-site warranties do not cover software. Please ask for full details.

SAMSUNG 15" SYNCMASTER GL6 (INSTEAD OF 14") ...100.00
 Gives 60% more useful screen resolution when 2 MB DRAM is fitted.

SAMSUNG 17" SYNCMASTER GLI (INSTEAD OF 14") ...350.00
 OPTIONAL LCS1024 STEREO SPEAKERS (STANDARD ON MAXX) ...49.99
 FITTED EXTRA 1.25 GB HARD DRIVE (other sizes available) ...189.99
 YAMAHA DB50-KG MIDI CARD FITTED TO QUAD OR FOXX ...119.99
 Fitted to Sound Blaster 16 for high performance sound and MIDI XG compatibility. Superb option if you intend to compose.

ADDITIONAL FITTED 8 MB EDO RAM (8 MB to 16 or 16 to 24) ...52.99
 ADDITIONAL FITTED 16 MB EDO RAM (8 MB to 24 or 16 to 32) ...87.99
 FITTED HP SURESTORE CD WRITER
 Fits neatly into spare 5.25" drive bay - includes 2 CD's

SPECIAL RESERVE PC'S ARE UPGRADEABLE - PLEASE ASK
 We are primarily mail order but we also have three impressive shops that stock our entire range of over 2000 products - all at discount prices.

CHELMSFORD, ESSEX
 43 Broomfield Rd. Just around the corner from the bus station.

SAWBRIDGEWORTH, HERTS
 The Maltings, Station Rd. A few miles from the M1, near the train station.

NEW AT BRISTOL, AVON
 351 Gloucester Rd, Horfield (A38). Near Kwik Save & Blockbuster.

Open 9.30am 'til 6pm (10am 'til 5pm Sun & Bank Hols)
 SAVE - Saving off full retail price. E & O.E. PRICES MAY CHANGE.

Special Reserve

Live @ <http://special.reserve.co.uk>

Sales - 01279 600204

OPEN FROM 9.30am to 8pm Monday to Saturday and 10am to 5pm Sunday



F1 GRAND PRIX 2	QUAKE	SETTLERS 2	DUKE NUKEM 3D
19.99	29.99	27.99	22.99

PC CD ROM GAMES		LEISURE SUIT LARRY COLLECTION	
MINI SYSTEM 486DX, VGA & 4 MB SV = SVGA required. MB = Min RAM xx% = Highest review score * = NEW WIN 95 = Windows 95 required (18) = Rated 18, please state over 18 when you order		VERSIONS 1 TO 5	17.99
11TH HOUR (18) 73% ...14.99	COMMAND COMPANION - THE EVE OF DOMINATION OVER 100 UNOFFICIAL LEVELS	LINKS L/S 94%	32.99
1940'S COMPILATION	CREATURES SV/8MB ...25.99	LITTLE BIG ADVENTURE 93%	12.99
1942 - PACIFIC AIR WAR	CROW CITY OF ANGELS SV/8MB * ...29.99	MAGIC THE GATHERING WIN 95 91%	29.99
1944 - ACROSS THE RHINE AND TASK FORCE 1942 ...25.99	CRUSADER	MDK ...29.99	
7TH GUEST (15) ...8.99	- NO REMORSE 8MB 85% ...12.99	MECHWARRIOR 2	31.99
A10-CUBA SV/8MB ...30.99	- NO REGRET SV/8MB ...28.49	- THE CLANS 92%	31.99
ACES COLLECTION - SAGA OF ACES	CYBERSTORM ...29.99	- MERCENARIES	29.99
RED BARON + DATA DISK	CYBERSTORM ...29.99	MERIDIAN 59 *	30.99
ACES OF THE PACIFIC - DATA DISK	DARK FORCES 8MB 95% ...14.99	MS FLIGHT SIMULATOR 6 WIN 95	36.99
ACES OVER EUROPE ...17.99	DARK REIGN SV/8MB ...32.99	MORTAL KOMBAT 2	29.99
ACTUA SOCCER 8MB 92% ...17.99	DAY OF THE TENTACLE ...9.99	MUPPET TREASURE ISLAND	26.99
AGE OF SAIL ...29.99	DEADLOCK SV/8MB ...32.99	NEED FOR SPEED	33.99
AHEAD LONGBOW SV/8MB 90% ...36.99	DEATH RALLY 8MB/SV ...25.99	SPECIAL EDITION SV/8MB 89%	33.99
AIR WARRIOR 2 ...26.99	DESCENT 94% ...10.99	NUKE IT	14.99
ALBION ...27.99	DISC WORLD 96% ...36.99	300 LEVELS FOR DUKE NUKEM 3D	25.99
AMMO ...31.99	DISC WORLD 2 ...36.99	OLYMPIC GAMES	19.99
AMERICAN CIVIL WAR ...24.99	DISC WORLD 3 SV/8MB ...26.99	PGA TOUR GOLF	4.99
AREA 51 ...29.99	DUKE NUKEM 3D (18) SV/8MB 93%	PHANTASMAGORIA (18) 8MB	27.99
ASSASSIN 2015 WIN 95 ...28.99	DUNGEON KEEPER SV/8MB ...31.99	PINBALL CONSTRUCTION KIT	24.49
ATMOSPHERE ...23.99	DUNGEON MASTER 2 83% ...30.99	POWER HOUSE	9.99
BAD MOJO ...9.99	EF2000 (TFX 2) SV/8MB 97%	PREMIER MANAGER 3 + EDITOR	9.99
BATMAN FOREVER ...10.99	EF2000 ...24.99	PRIVATEER 2 8MB/SV	34.99
BATMAN FOREVER COIN OP 8MB ...26.99	TFX DOUBLE PACK SV/8MB ...35.99	RAC RALLY CHAMPIONSHIP	20.99
BATTLECRUISER 3000AD ...26.99	ELDER SCROLLS	RAILROAD TYCOON DELUXE	12.99
BATTLEGROUND ...29.99	DAGGERFALL 89% ...31.99	RAVAGE WIN 95 *	28.99
- ANTIETAM ...29.99	ENDORFUNK ...12.99	RAYMAN 85%	19.99
- ARDENNES 84% ...27.99	ERASER ...34.99	RESERVE DOUBLE PACK VOL 1	
- WATERLOO 82% ...28.99	ESSENTIAL COMPILATION VOL 1	RYDER CUP AND ARCHER MCLEAN'S POOL	4.99
BATTLESIPS SV/8MB ...29.99	FIFA SOCCER, PGA 486, F1 GRAND PRIX	RESERVE DOUBLE PACK VOL 2	
BENEATH THE STEEL SKY ...9.99	EURO 96 8MB 70% ...24.99	PGA ATTACK SUB AND CHUCK YEAGERS AIR COMBAT	4.99
BETRAYAL AT KRONOR ...9.99	FADE TO BLACK SV/8MB 94% ...12.99	RESERVE DOUBLE PACK VOL 3	
BIG RED RACING SV/8MB 87% ...11.99	FALLEN HEAVEN ...29.99	CAR & DRIVER AND STORVICK	4.99
BIOFORCE 8MB 95% ...12.99	FIFA SOCCER 96 SV/8MB 84% ...29.99	RESERVE DOUBLE PACK VOL 4	
BITMAP BROS COLLECTION	FIFA SOCCER 97 8MB/SV ...29.99	F29 RETALIATOR AND HEROES OF THE 357TH	4.99
COODS, MAGIC POCKETS, XENON 2	FINAL DREAM 8MB/SV ...21.99	RESERVE DOUBLE PACK VOL 5	
SPEEDBALL 2, CADAVER ...9.99	FLYING CORPS ...29.99	ROBOCOP 3 AND DUNE	4.99
BROKEN SWORD SV/8MB ...29.99	FORMULA 1	RIDDLE OF MASTER LU	11.99
CAPITALISM PLUS ...26.99	FORMULA 1 GP ...11.99	RIPPER (18)	29.99
CHAMPIONSHIP MANAGER 2	FORMULA 1 GP 2 MB 95% ...19.99	SAM & MAX HIT THE ROAD 93%	12.99
CM 2 ENHANCED 96/97 8MB ...18.99	FORMULA 1 GP MANAGER 2 ...31.99	SCREAMER SV 90%	9.99
CM 2 - ITALIAN LEAGUE 8MB ...21.99	FRAGILE ALLIANCE SV/8MB ...25.99	SCREAMER 2	24.99
CM 2 95/96 8MB 92% ...12.99	GREAT BATTLES	SECRET OF MONKEY ISLAND	9.99
CM 2 DATA DISK 96/97	OF ALEXANDER ...26.99	SENSIBLE WORLD OF SOCCER 93%	28.99
(REQUIRES ORIGINAL CM2) 8MB	GUTS & GARTERS ...29.99	SENSIBLE WORLD OF SOCCER 96/97	22.99
CHRONOMASTER ...9.99	HARDCORE 4 X 4 ...25.99	(UPDATED VERSION) *	22.99
CIVILIZATION 2 96% ...28.99	HELP! COMPILATION	SENSIBLE WORLD OF SOCCER	9.99
CIVILIZATION 2 DATA DISK	DUNE 2, PRINCE OF PERSIA	SETTLERS 2 8MB 92%	27.99
- DAWN OF HUMANITY ...17.99	PUSH OVER, PRO TENNIS TOUR	SETTLERS 2 DATA DISK	18.99
COMBAT CLASSICS 3	PINBALL, DREAMS, HUMANS, F1	- THE MISSIONS *	33.99
HISTORYLINE, CAMPAIGN, GUNSHIP 2000 ...10.99	RACING, LEADERBOARD GOLF, SUPER VAG HARRIER, SHERLOCK HOLMES & JACK IN THE DARK	SIM CITY 2000 ANNIVERSARY SV	33.99
COMMAND & CONQUER	HYPERBLADE ...29.99	SIMON THE SORCERER DELUXE	30.99
CONQUER SV/8MB 95% ...31.99	IMPAZ ABRAMS ...29.99	SIMON THE SORCERER 1 & 2	14.99
COMMAND & CONQUER DATA CD	INDY JONES FATE OF ATLANTIS	SONIC CD WIN 95 PENT 8MB	22.99
CONVERT OPERATIONS 84% ...14.49	INDY CAR RACING 2 87%	SPACE HULK - VENGEANCE OF THE BLOOD ANGELS	34.99
COMMAND & CONQUER WIN 95 VERSION SV/8MB ...31.99	INTERNATIONAL MOTO CROSS ...29.99	WIN 95 SV/8MB 90%	34.99
COMMAND AND CONQUER: RED ALERT 8MB/SV ...29.99	INTERSTATE 76 SV/8MB ...27.99	SPACE LEGENDS	
	IRON & DRAGON SV/8MB ...26.99	WING COMMANDER, ELITE PLUS, MEGATRAVELLER	6.99
	KINGS QUEST 7 90% ...12.99		
	KINGS QUEST COLLECTION		
	KING'S QUEST 1 TO 6 ...17.99		

Special Reserve
 Live @ special.reserve.co.uk

Special Reserve is mainly mail order but we have three impressive club shops which stock our entire range.

CHELMSFORD	SAWBRIDGEWORTH	BRISTOL
43 Broomfield Road, Chelmsford, Essex.	The Maltings, Station Road, Sawbridgeworth, Herts.	351, Gloucester Road, Horfield, Bristol, Avon.
Around the corner from the bus station.	not far from the M11, near the station.	Opposite Blockbuster.

Some items bought in the shops carry a £1 surcharge on the mail order prices. We only supply members but you can order as you join.

ORDER WITH CONFIDENCE FROM THE LARGEST COMPUTER GAMES CLUB IN THE WORLD

BY PHONE	BY INTERNET	BY POST
Call 01279 600204	Visit our Internet paradise at special.reserve.co.uk	Use the coupon and post to Special Reserve at
fully trained operatives	With SECURE ordering and FREE fast delivery	PO Box 847, Harlow, CM21 9PH
21 sales lines available		

Or fax your order to us on 01279 726842 and we'll fax back to confirm your order AND don't forget to ask for your free gift when you buy any item at the same time as joining for a year or more

Sales 01279 600204 21 lines
Fax 01279 726842 24 hours

✓ NO OBLIGATION TO BUY
✓ MASSIVE CATALOGUE ✓ GAMES
✓ HUGE SAVINGS ✓ UPGRADES
✓ COMPONENTS ✓ RELEASE DATES
✓ GREAT CLUB MAG ✓ XS SAVERS
✓ CHEATS ✓ GAMELINKS ✓ REVIEWS
✓ CHARTS ✓ INTERNET CHANNEL @
http://special.reserve.co.uk

Special Reserve

Live @ <http://special.reserve.co.uk>

OPEN FROM 9.30am to 8pm Monday to Saturday and 10am to 5pm Sunday



WARCRAFT 2
31.99

CIV 2
28.99

SPECTRUM CD 96
14.99

ENCARTA 97
39.99

PC CD ROM GAMES CONTINUED

SPACE QUEST 612.99
SPORTS MASTERS
PGA GOLF, INDY 500, ADVANTAGE
TENNIS, EURO CHAMPS 19926.99
SYNCRRAFT SV/8MB 91%24.99
STAR TREK
-DEEP SPACE NINE SV/8MB23.99
-KLINGON SV/8MB24.99
-TNG 8MB 94%33.99
SUPER KARTS 82%12.99
SYNDICATE + DATA DISK 92%12.99
SYNDICATE WARS SV/8MB 92%29.99
TELSTAR PACK VOLS
MEGAREG & BLOODNET7.99
TERMINATOR SKYNET31.99
TFX 80%11.99
THEME PARK 95%13.99
THUNDERHAWK 2 90%11.99
THE FIGHTER COLLECTION
THE FIGHTER + DATA DISKS 92%14.99
TILT SV/8MB 80%12.99
TOMB RAIDER 8MB/SV31.99
TRANSPORT TYCOON
-EDITOR SV 90%12.99
UFO - ENEMY UNKNOWN 91%12.99
ULTIMATE DOOM (15) SV 90%22.99
ULTIMATE SIM COLLECTION
SIM CITY 2000, SIM ISLE,
SIM TOWER30.99
ULT SOCCER MANAGER19.99
ULT SOCCER MANAGER 2 82%23.99
UNDER A KILLING MOON12.99
US NAVY FIGHTERS 90%14.99
V FIGHTER WIN 95 PENT/8MB 90%28.99
WARCRAFT 2 82%31.99
WARCRAFT 2 DATA DISK
-BEYOND THE DARK PORTAL17.99
WARCRAFT 85%11.99
WHITE LINES COLLECTION
SUPER KARTS, F1 GRAND PRIX,
NUT CAR + TRACKS SV/8MB14.99
WING CMDR 3 (15) SV/8MB 95%14.99
WING CMDR 4 SV/8MB 85%25.99
WORLD CUP YEAR 94
GOAL, CHAMPIONSHIP MANAGER 94 +
DATA DISK, STRIKER, SENSIBLE
SOCCER6.99
WORMS AND
REINFORCEMENT DATA DISK26.99
WORMS 84%26.99
X-COM - TERROR FROM THE DEEP
(UFO V1.5)18.99
X-COM COMPILATION
X-COM TERROR FROM THE DEEP AND
UFO ENEMY UNKNOWN PLUS TWO
HINT BOOKS25.99
X-WING COLLECTION
X-WING, B-WING, IMPERIAL PURSUIT +
6 NEW LEVELS14.99
Z96%31.99
ZONE RAIDERS14.99

PC CD ROM HOME AND INTERACTIVE

3D WALKTHROUGH
HOME DESIGNER 8MB35.99
ADI MATHS AND ENGLISH27.99
AMIGA EMULATOR19.99
BBC GARDENERS WORLD 216.99
BLINKY BILL'S GHOST CAVE 8MB19.49
CALENDAR AND SCREENSAVER
PAMELA ANDERSON SV8.99
CATZ14.99
CLEANSWEEP 95 (DISK)37.99
COMPUSEUR INFORMATION
MANAGER (DISK)19.99
CRAYON FACTORY (4-7)23.99
DISCOVERY BEYOND
PLANET EARTH
DRIVING INSTRUCTOR 225.99
EMULATORS UNLIMITED19.99
ESCHER INTERACTIVE 8MB42.99
EUREKA!19.99
F1 HISTORY OF GRAND PRIX26.99
FLAG GATHERING 8MB24.99
FIRST AID WIN 9529.99
FLIGHTOWER THE UNEXPLAINED
FOURTEEN WEDDINGS AND A
DIVORCE24.99
FUN SCHOOL IN DREAMLAND20.99
FUN SCHOOL 5 IN SPACE20.99
FUN SCHOOL 5 IN TIME20.99
FUN SCHOOL MATHS19.99
FUN SCHOOL SPELLING19.99
FUN WITH ELECTRONICS31.99
GAMES RUNNER 3 (DISK)37.99
GAMES FACTORY 8MB
GEOFF HAMILTON'S GARDEN
DESIGNER18.99
GIF SENSATION19.99
GRAPHICWORKS LIVE (DISK)14.99
GUITAR HITS VOL 132.99
GUITAR HITS VOL 2 8MB32.99
HOORAY FOR MATHS19.99
INTERACTIVE SAILING
KID PIX STUDIO27.99
KLIK AND PLAY ENHANCED
LAND DESIGNER 3D28.99
LANGUAGE LABS FRENCH19.99
LANGUAGE LABS GERMAN19.99
LANGUAGE LABS SPANISH19.99
LAUNCH PAD WIN 959.99
MAGNARUM 97 V3 0 (DISK)34.99
MINI OFFICE TYPING TUTOR18.99
NODDY 8MB (3-6)26.99
OFFICEBLOX WIN 95 (DISK)19.99
OXFORD 3 IN 1 BILINGUAL
DICTIONARY89.99
OXFORD CHILDREN'S
ENCYCLOPEDIA44.99
OXFORD CONCISE DICTIONARY
- 9TH EDITION18.99
P.A.W.S.19.99
PARTITION MAGIC 2 (DISK)43.99
PC CILLIN 95 (DISK)40.99
PRINT ARTIST V427.99
PROFESSIONAL CV WRITER
QEMIM V8 ENHANCED MEMORY
MANAGEMENT (DISK)59.99
QUICKEN V5 8MB38.99
QUICKEX 95
DE-INSTALLER WIN 9514.99
S.A.V.E.25.99
SCIFI SENSATION 2
SERIF PAGE PLUS WIN 9538.99
SPECTRUM CD 9614.99

STAR TREK THE NEXT GENERATION
SCREEN SAVER +
SUN PAGE 3 SCREENSAVER
AND CALENDAR19.99
SURVIVAL
-MYSTERIES OF NATURE19.99
-VIRTUAL SAFARI WIN 95 8MB/SV27.99
THE SIMPSONS SCREEN SAVER14.99
TURBO CAD 2D/3D VERSION 3 +
UNINSTALLER (DISK)34.99
UNIVERSE OF COLOR
PCX IMAGES11.99
UNIVERSE OF FONTS AND ICONS 11.99
UNIVERSE OF MONO CLIPART11.99
WALLACE AND GROMIT 8MB19.99
WINPROBE 9542.99
WISHBONE AND THE AMAZING
ODYSSEY 8MB24.99
WORLD BEER HUNTER25.99
WORLD OF CLIPART PLUS18.99

COREL CD

COREL ALL-MOVIE GUIDE19.99
COREL DRAW 3.045.99
COREL DRAW 6.0 WIN 95129.99
COREL GALLERY 122.99
COREL WORLD'S GREAT
CLASSIC BOOKS19.99

DORLING

KINDERLEY CD

DK CASTLE EXPLORER25.99
DK CHRONICLE OF OUR
THE 20TH CENTURY36.99
DK ENCYCLOPEDIA OF
SPACE AND THE UNIVERSE30.99
DK HISTORY OF THE WORLD30.99
DK MY FIRST INDIAN
AMAZING DICTIONARY25.99
DK VIRTUAL REALITY BIRD25.99

MICROSOFT CD

MS ANCIENT LANDS29.99
MS ART GALLERY AND MUSICAL
INSTRUMENTS39.99
MS BOOKSHELF42.99
MS CINEMANIA 9412.99
MS CINEMANIA 97 WIN 95 8MB29.99
MS CREATIVE WRITER (DISK)19.99
MS DINOSAURS29.99
MS DOGS29.99
MS ENCARTA 9739.99
MS ENCARTA
WORLD ATLAS 97 WIN 9542.99
MS HOW THE LEOPARD
GOT HIS SPOTS17.99
MS MONEY 97 WIN 9529.99
MS MUSIC CENTRAL WIN 9525.99
MS OFFICE PROFESSIONAL V7
WIN 95 (US VERSION)249.99
MS PLUS WIN 9538.99
MS PUBLISHER 97 WIN 9587.99
MS ULTIMATE HAUNTED HOUSE29.99
MS VISUAL BASIC (DISK)89.99
MS WINDOWS 95 (DISK)139.99
MS WINDOWS 95 UPGRADE73.99
MS WORKS 95 AND
BOOKSHELF WIN 9594.99
OVER 7 PAGES CRAMMED FULL OF PC
SOFTWARE IN OUR CLUB MAGAZINE.
PLEASE PHONE IF THE PRODUCT YOU
REQUIRE IS NOT SHOWN

UNLESS STATED ALL PRICES INCLUDE VAT & DELIVERY

RAM PRICES BOTTOM OUT

BUY NOW WHILE PRICES ARE AT ROCK BOTTOM

All our PC RAM upgrades are 32 BIT, 72 pin SIMM's, non parity with a 70 Ns access time. They are suitable for most 486 and Pentium PC's. We recommend fitting RAM in pairs if you have a Pentium. Ram prices may fluctuate. Please refer to your motherboard manual prior to ordering to ensure compatibility. We can fit RAM for just £10.

VAT & DELIVERY INCLUDED

	SINGLE	MATCHED PAIR	PACK OF FOUR
4 MB 72 PIN SIMM	19.99	37.99	72.99
8 MB 72 PIN SIMM	37.99	73.99	146.99
16 MB 72 PIN SIMM	89.99	169.99	329.99

The EDO RAM SIMM's below are as the standard 72 pin SIMM's but with Extended Data Out channel for faster performance when fitted to recent PC's. Not suitable for some 486 machines.

4 MB EDO 72 PIN SIMM	21.99	42.99	82.99
8 MB EDO 72 PIN SIMM	39.99	77.99	151.99
16 MB EDO 72 PIN SIMM	94.99	184.99	359.99

GRAPHIC ACCELERATORS

DIAMOND STEALTH 3D 2000
"2 MB EDO"99.99
MATROX MYSTIQUE 3D
"2 MB SGRAM"129.99

DRAM GRAPHICS UPGRADE

1 MB GRAPHICS DRAM UPGRADE24.99
UPGRADE FROM 1 MB TO 2 MB. PLEASE CHECK
GRAPHICS CARD MANUAL PRIOR TO ORDERING

BUDGET FAX/MODEMS

We are pleased to offer this range of high quality Fax/Modems for extremely reasonable prices. All are capable of sending and receiving Facsimiles and come with software to enable you to get on-line with the world of electronic communications. Plus a FREE INTERNET STARTER PACK is included with all our Fax/Modems.

INTERNAL 14.4K FAX/MODEM49.99
INTERNAL 14.4K FAX/MODEM64.99
INTERNAL 33.6K FAX/MODEM89.99
EXTERNAL 33.6K FAX/MODEM119.99

US ROBOTICS FAX/MODEM

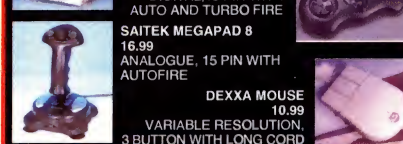
US ROBOTICS SPORTSTER EXTERNAL 33.6K169.99

HEAD TO HEAD NETWORK

HEAD TO HEAD NETWORK KIT FOR TWO PC'S49.99
COMPLETE PACKAGE TO NETWORK TWO PC'S FOR
HEAD TO HEAD GAMING. FOR DOS, WINDOWS 3.X,
WINDOWS 95 AND OS/2 NETWORKING
NETWORK COMPONENTS ALSO AVAILABLE

PC CONTROLLERS

QUICKSHOT 201 JOYSTICK15.49
ANALOGUE, 15 PIN WITH AUTOFIRE
SAITEK MEGAPAD 12
DIGITAL, 15 PIN WITH
AUTO AND TURBO FIRE
SAITEK MEGAPAD 8
ANALOGUE, 15 PIN WITH
AUTOFIRE
DEXXA MOUSE
VARIABLE RESOLUTION,
3 BUTTON WITH LONG CORD



PC MULTIMEDIA

SAMSUNG SCR830
EIGHT SPEED IDE CD ROM84.99
CREATIVE LABS EIGHT SPEED IDE CD ROM99.99
HP SURESTORE CD WRITER449.99
HIGH PERFORMANCE CD WRITER FOR USE WITH STANDARD
RECORDABLE CD'S. ABLE TO WRITE ONCE AND READ MANY
TIMES. INCLUDES 2 FREE 650 MB RECORDABLE CD'S
PACK OF 5 TDK RECORDABLE CD'S39.99
PACK OF 10 TDK RECORDABLE CD'S76.99
EACH CD HAS 650 MB CAPACITY AND A LIFETIME WARRANTY

PENTIUM CPU UPGRADES

GIGABYTE PENTIUM TRITON
CHIPSET II MOTHERBOARD
WITH 512K PIPELINE CACHE RAM129.99

INTEL PENTIUM P100 CPU99.99
INTEL PENTIUM P120 CPU149.99
INTEL PENTIUM P133 CPU179.99
INTEL PENTIUM P150 CPU229.99
INTEL PENTIUM P166 CPU329.99
INTEL PENTIUM P200 CPU429.99

PRINTER PRICE CRASH

CANON BJC 210 COLOUR PRINTER159.99
COMPLETE WITH DK ENCYCLOPEDIA OF LIFE

CANON BJC 4100
COLOUR PRINTER209.99
COMPLETE WITH
PRESSWORKS 2 DTP SOFTWARE

CANON BJC 620
COLOUR PRINTER334.99
NEAR PHOTO QUALITY COLOUR INKJET

INK CARTRIDGES

BLACK - BJC 200, 210 AND 24021.99
BLACK - BJC 4000, 4100 AND 420011.49
BLACK - BJC 600, 610 AND 62012.49
COLOUR - BJC 210 AND 24024.99
COLOUR - BJC 4000, 4100 AND 420017.99
COLOUR - BJC 610 AND 62024.99
FULL RANGE STOCKED FOR CANON, EPSON, CITIZEN, HP AND LEXMARK

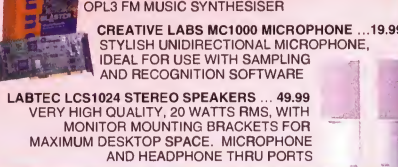
LOW PRICE HARD DRIVES

QUANTUM FIREBALL 1 GB149.99
12 MS ACCESS, 16.6 MB/SEC TRANSFER,
128K CACHE
QUANTUM FIREBALL 2.1 GB219.99
10.5 MS ACCESS, 16.6 MB/SEC TRANSFER,
128K CACHE
QUANTUM FIREBALL 3.2 GB279.99
10.5 MS ACCESS, 16.6 MB/SEC TRANSFER, 128K CACHE
ALL DRIVES ARE IDE, 3.5", MODE 4 AND VERY EASY TO INSTALL

IOmega 100 MB ZIP DRIVE
ACCLAIMED STORAGE SYSTEM. INCLUDES ONE
100 MB ZIP CARTRIDGE
IOmega 100 MB REMOVABLE ZIP CARTRIDGE14.99

SOUND BLASTER 16 VIBRA59.99
16 BIT STEREO, VIBRA CHIPSET, 20 VOICE
OPL3 FM MUSIC SYNTHESIZER
CREATIVE LABS MC1000 MICROPHONE19.99
STYLISH UNIDIRECTIONAL MICROPHONE,
IDEAL FOR USE WITH SAMPLING
AND RECOGNITION SOFTWARE

LABTEC LCS1024 STEREO SPEAKERS49.99
VERY HIGH QUALITY, 20 WATTS RMS, WITH
MONITOR MOUNTING BRACKETS FOR
MAXIMUM DESKTOP SPACE. MICROPHONE
AND HEADPHONE THRU PORTS



FREE

Buy any item at the same time as joining for a year or more and choose one of these great gifts

FOUR GAMES FREE

ELITE, SENSIBLE SOCCER, JIMMY WHITE'S SNOOKER AND ZOOL ON CD

OR

THREE GAMES FREE

CIVILIZATION, LEMMINGS AND ELITE 2 ON CD

OTHER OFFERS AVAILABLE. ALL OFFERS SUBJECT TO STOCK. OVERSEAS MEMBERS PLEASE ADD £2 DELIVERY

OR ONE OF THESE GREAT VIDEOS

GUYVER 1 - FAST PACED MANGA FANTASY

CLIFFHANGER TENSE ACTION PACKED ADVENTURE

TOMBSTONE FAST AND FRANTIC COWBOY ACTION

THE RUNNING MAN FUTURISTIC SCHWARZENEGGER FUN

OR FREE CD WALLET

HIGH QUALITY, STORES UP TO 24 CD'S NEATLY AND SAFELY

OR A MOUSE MAT

SUPERMODEL KELLY

SEAL PUP

BIKINI MICHELLE

Personal Loans available for our PC's
0% Finance available on PlayStation & Saturn "Big Deals"
CreditCharge Card available for most items
All credit facilities are subject to status

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN

TRIAL MEMBERSHIP ONLY £1 (1 MAGAZINE)

ANNUAL MEMBERSHIP FEES UK £7.00 EC £9.00 WORLD £11.00

Buy one item as you join for a year and we'll give you a choice of free gift. Club benefits include regular club magazines, club competitions and a staggering selection of products, many at below trade price. Over 250,000 people have joined and Special Reserve has 80 dedicated staff. Members are under no obligation to buy. All prices include VAT and carriage to MOST UK mainland addresses.

Overseas orders must be paid by credit card. Hardware items (battery or mains) are only supplied to the UK addresses
Overseas surcharge £2.00 per software item or 25% on other items

(BLOCK CAPITALS please)
Name & Address _____
Postcode _____ Phone No _____ Machine _____

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK £7)

item	
item	
item	
item	

For OPTIONAL first class post add 50p per item
For OPTIONAL fast delivery on hardware add £3.00
For items over £600 please add £15.00 delivery

ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Mastercard/Creditcharge/Switch/Visa

CREDIT CARD EXPIRY DATE _____ SIGNATURE _____ SWITCH (ISSUE NO) _____

Mail Order/Cheques payable to:
SPECIAL RESERVE
P.O. BOX 847,
HARLOW, CM21 9PH
or FAX a credit card order on
01279 726842 - and we'll FAX back.

THE BIGGEST GAMES CLUB IN THE WORLD
ESTABLISHED 1986
TWO NINTENDO 64's TO BE WON

FROM THE CREATORS OF



MULTIPLAYER SUPPORT:

Join forces with other
adventurers and assault
the labyrinth of Diablo.



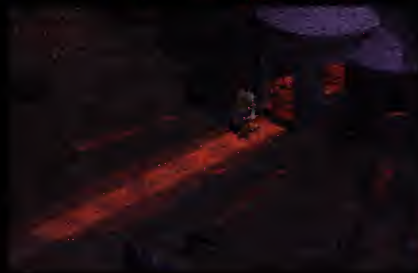
STUNNING GRAPHICS AND REAL-TIME ACTION:

Will keep you on the
edge of your sword.



EXPLORATION AND DISCOVERY:

The denizens of the vil-
lage hold items and
secrets to aid you on
your quest.



UNTOLD MAGIC:

Use powerful sorcery to
consume the creatures
of the underworld.



† Up to 4 players supported over Internet or network
(2 players over modem or direct link)

† Free access to Blizzard's battle.net server* provides
multiplayer competition over the Internet

† An ever-changing Gothic world brought to life in
stunning SVGA graphics

† No two campaigns into the labyrinth are the same
as Diablo randomly generates a unique gaming
experience every time

*Requires access to Internet. Player responsible for all applicable Internet access fees.

COMES SOMETHING EVEN HOTTER!

DIABLO

Enter into a world where evil has corrupted the land and shackled humanity into unholy slavery. Vengeance, power, intellect and magic - these are tools you will need to battle the Lord of All Evil, Diablo.

ONE HELL OF A
ROLE-PLAYING
GAME



DISTRIBUTED BY ZABLAC ENTERTAINMENT, NEWTON ABBOT, DEVON TQ12 2BP

Tel: 01626 332233 Fax: 01626 331464

E-mail: sales@ablac.co.uk <http://www.blizzard.com>



CONTENTS

PC ZONE

19 Bolsover St, London W1P 7HJ

Tel: 0171-631 1433

Fax: 0171-436 1321

CompuServe: 100142, 2152

CIX: PCZONE@CIX.compulink.co.uk

Editor Jeremy Wells

Deputy Editor Chris Anderson

News Editor Paul Mallinson

Art Editor Wag

Acting Production Editor Barbara Smith

Disk Editors Daniel Emery, Marcus Bullen, Gareth Ramsey

Reader Services Miles Tudor, Richard Crook

Contributors Spike, Phil Clark (Design); Amaya Lopez

Writers Charlie Brooker, Colin Culk, Barney Hanton, Duncan MacDonald, David Mathieson, David McCandless, Patrick McCarthy, Andrew Mitchell, Paul Presley, Duncan Swain, Andrew Wright

Associate Publisher John Davison

Publisher Tim Ponting

Subscriptions Hotline 01454 620070

Back Issues 01789 490215

Advertising Manager Mike Shepherd 0171-917 3873

Senior Sales Executive Andrew Caddy 0171-917 3931

Group Advertising Manager Alan Gonsalves

Advertising Production Sharon Drumm

Group Production Manager Simon Maggs

Origination Colour-Tech 0171-729 3934

Printed in England by ET Heron

Newstrade Manager James Burnay

Distribution USM Magazine Distribution 0171 396 8000

Mail Order Executive Sarah Burton

Publishing Director Bruce Sawford

Circulation Director Sean Farmer

Marketing Director Alison Townsend

Non-Executive Director Dick Pountain

Financial Director Ian Leggett

Managing Director Alistair Ramsay

Chairman Felix Dennis

TIPS LINE: 0171 917 7698

(Wednesdays 2pm - 6pm ONLY Please)

The February issue of PC Zone goes on sale Friday 3rd January

PC Zone is the UK's best-selling PC games magazine: ABC 43,149

PPA

PC Zone is published monthly by Dennis Publishing Ltd.
Company registered in England, number 1130001.
Dennis Publishing ©1997 Dennis Publishing

Dennis

DESTRUCTION DERBY 2

This month's cover game is the sequel to one of the biggest selling games of last year. Find out just how much of an improvement it is by turning to page 74.



Blam! Machinehead
page 115



M.A.X.
page 101

Shattered Steel
page 133



NBA Hangtime
page 56

FIFA Soccer 97
page 82



Hyperblade
page 97



Star Control 3
page 85



Wages of War
page 92

BLUEPRINTS

City of the Lost Children 40
Blimey! A film licence that looks like it won't be crap! Now there's a thing.

FIFA Soccer Manager 45
EA Sports get in on the stat action with their potential CM2 beater.

Sand Warriors 49
Elite-style trading and combat enters the PC sandpit, courtesy of Gremlin Interactive.

Sega Rally 52
The arcade classic is coming to a PC near you very soon. But will it be worth the wait?

SkyNET 55
Potential full-on network 'Terminator' fun and frolics from developers Bethesda.

NBA Hangtime 56
It's got balls, men with big heads and craazy gameplay. In other words, not what you'd call a serious sports simulation.

A-10 Cuba 59
Yet another A-10 sim comes chugging onto the PC, but this one looks rather smart.

ReLoaded 62
The sequel to the game that never actually made it onto the PC. But is it any better?

Dark Earth 66
Part Two of the fascinating diary in which Chris Anderson reveals more about Mindscape Bordeaux's gorgeous looking 3D adventure.

REVIEWS

Destruction Derby 2 74
The sequel to one of the biggest games of last year comes screaming onto the PC and it's much improved. Find out how much on page 74.

Virtua Cop 79
The arcade classic finally makes its way onto the PC, and jolly good fun it is too.

FIFA Soccer '97 82
It's that time of year again. But is it better than *Actua*, and do the players fall over all the time? Well, they did use David Ginola for the motion capturing.

Star Control 3 85
The sequel to the sequel that kept many a teenager hard at it in their bedrooms 'til the coming of the dawn.

Blood And Magic 89
C&C meets RPG in this cloak and dagger real-time combat sim.

Wages of War 92
Yet another C&C clone is released, but does it offer anything more than the rest?

Hyperblade 97
Futuristic sports sims don't usually work, but this hybrid of ice hockey and Tai-kwondo seems to work.

M.A.X 101
Guess what? Another C&C clone, but does it offer anything (yawn... yawn). Sleep.

Risk 104
The classic board game gets transported to the PC, but was it really worth the effort?

Alien Trilogy 107
The keenly awaited PSX bitch-blasters finally gets converted, but has it been worth the wait?

Fragile Allegiance 111
Gremlin pull out all the stops in their unofficial sequel to the classic *K240*.

Blam! Machinehead 115
Another PlayStation conversion makes its way onto the PC. Yes, but the nights are drawing in.

WIN! A totally ninja
PENTIUM 133
MULTIMEDIA PC!
See page 64

Daytona USA 118
The speedy arcade classic gets the PC treatment, but seems to have lost something in the conversion.

Archimedean Dynasty 120
The little-known game that was in fact quite good.

SWOS 96/97 124
Surely the last version of SWOS ever gets the verdict.

NASCAR 2 126
The stunning sequel to one of the best driving sims ever from Sierra makes it in time for Christmas.

Shattered Steel 133
Oooh look! It's another Mech-game that lets you walk around and shoot things!



Alien Trilogy
page 107

REGULARS

CD Zone 10
What's on this month's CD and how to play it.

Bulletin 18
What's new, who's doing it and when.

Our Price Chart 30
This month's top ten sellers and a chance to win every single one of 'em.

Looking Back 70
The PC Zone team ponder over their game of the year and give their tips for the new year.

WIN! A night out with
LARA CROFT!
See page 32

Pick 'n' Mix 137
The rest of the month's releases reviewed & rated.

Budget Reviews 145
This month's best budget releases...

Hardware Reviews 155
Labtec speakers and CH flight gear get the once over from our hardware experts.

PC Zone On-Line 159
This month we check out on-line shopping and the coolest sites on the Net.

Subscription Offer 166
Save money and claim your FREE game!

Trouble Shooter 170
Hints 'n' cheats and a guide to *Azrael's Tear*.

All New Buyer's Guide 178
Every PC release worth knowing about in the last 12 months reviewed and rated.

Word Processor 190
Well, do you find bad language offensive?

Culky's Column 193
This month - Culky's lottery plans.

Mr Cursor 194
He's afraid of... not being afraid of graphs.

FEATURE

We're off to Button Moon 151

Choosing the right gamepad can drive you mad. Avoid insanity with our handy guide to the best gamepads around for the PC.



WIN! A whole day's
RALLY DRIVING!
See page 130



COVER DISKS

CD ZONE



Help!

The CD/HD playing up? Phone our helpline and sort yourself out:

HD DISK HELP

Phone Matthew on 01274 736990
Any week day between 9am and 4pm

CD-ROM HELP

Phone ABT on 01708 250250
Any week day between 11am and 6pm
(Please DO NOT phone the PC Zone office as your calls will NOT be answered)
or you can e-mail at any time on
zone@abt_net.demon.co.uk

If you are calling either help line, then please take note of the following points:

- If possible have your PC operating and near to the phone when you call.
- If this is not possible, note down as much relevant information as possible ie system type, sound card, RAM etc, plus the nature of the fault.
- Make sure you have a pen and paper to hand when you call to jot down the relevant info.

Broken or Missing CD?

If you are unable to get your grubby paws on the CD issue, then fear not! Simply fill out this slip, enclose your HD from the cover plus a cheque for a whole £1 and send it to:

CD Exchange (46), PC Zone, Bradley Pavillions, Bradley Stoke North, Bristol BS12 0BQ

Your details (please print clearly)

Name:

Address:

Post code:

Please make cheques payable to:
DENNIS PUBLISHING Ltd.

CDs from previous issues are also available.



HD DISKS

Three thoroughly addictive games on our floppies this month. To run *Sink Sub Pro*, insert disc 2 into your floppy drive and from Windows click on SETUP.EXE and follow the on-screen instructions. To run *Chasm* or *Eitris* insert disk 2 into your floppy drive and from DOS) or DOS mode type GO_SMALL.EXE and follow the on-screen instructions to play.

Chasm (Shareware)

Wahey! How's this for a last-minute addition? It's a *Quake*-like 3D kill 'em up - but before you start groaning, listen up. For starters, it's *pretty darn fine* - proper polygon enemies, texture-maps and lighting effects. Secondly, it's got a full multi-player mode. Thirdly, you can shoot individual limbs off the oncoming monsties. Wow. We're so good to you. It's just like Christmas, isn't it? (It is Christmas, you gormless hammerhead - Ed).

Specs: 486DX66, 8Mb

Controls: Keyboard
Toggle control panel ESC
Change screen size +/-
Toggle level map TAB
Scale map []
Strafe on Alt

Fire Ctrl
Use Space
Look up A
Look down Z
Centre view S
Toggle cockpit C

To change keyboard settings run the program KBSETUP.EXE in the CHASM directory



Sink Sub Pro

(Shareware)

It may look laughably simple at first sight, but this game of depth charge is peculiarly addictive - so consider yourself warned. It's a bit like playing *Space Invaders*, upside down, underwater. And in slow motion. Install it and you'll see what we mean. This shareware version will let you play for 30 days, before it throws a sulk and asks you to cough up some cash.

Specs: 486DX33, VGA

Controls:

Left /Right Cursors Move ship
Down cursor Activates the depth charge indicator when pressed.

1 Releases/throws a depth charge from the stern of the ship
3 Releases/throws a depth charge from the bow of the ship.

(The keys above work on the main and the small numeric keyboard.)
F1 Activates the help system.



CD ROM

This month's CD is absolutely bursting with fantastic demos, utilities and includes a **FREE 30-day trial with Demon**, the UK's biggest ISP. To run the CD from DOS, insert the CD into your CD-ROM drive, change to the appropriate drive (ie. D:) and type PCZONE.EXE. To run the CD from Windows, insert the CD and click on BROWSER.EXE under the CD icon.

Alien Trilogy (Accolade)

They have journeyed from the nether regions of space, successfully charting a course from an exotic, far-off corner of the cosmos, to where they find themselves today. Theirs is an unknown culture, an unknown way of life - which we, as ignorant humans, cannot begin to comprehend. A fascinating lifeform, their biological make-up is so far removed from anything we have yet encountered that the term 'alien' scarcely does them justice. They are extraordinary beings, from both a scientific and sociological point of view. But who gives a flying sack of dick about that? Let's shoot them all! Mow 'em down like stuck pigs in a charnel house. Blam blam blam - it's the only language they understand.

Alien Trilogy is the latest game to make the leap from PlayStation to PC, and we've brought you an exclusive playable demo, because we love you. So say thanks. As you're probably already aware, it's a class *Doom*-style genocide 'em up that's dripping with atmosphere (and guns). Install, boot up, keep an eye on your radar (bottom left corner) and get ready to blow their scaly green nobs off (with your gun, obviously)...



Specs: VGA, 8Mb, Pentium

Controls: Gamepad, keyboard, mouse

Keypad arrows Direction (as you'd expect)
Ctrl Fire 1
5 on keypad Fire 2
Do/Use Do/Use
Space bar Strafe Left
< Strafe Right
> Select weapon
1-5 Next weapon
6 Turn around
Backspace Run mode
Caps lock Run modifier
Shift Strafe modifier
Alt Weapon select
Tab/ESC Pause
PAUSE Pause





SPECIAL NOTE! READ THIS! READ IT NOW! OI! OI!!!

We got hold of *Chasm* at the very last minute and decided that it was so good, it'd make a nice little extra Christmas-style bonus. Floppy users won't give a tinker's cuss about that, but you CD-slinging readers won't be able to reach the game via our normal menu system(s). No, instead you'll need to locate the CHASM directory on the CD (look in DOSDEMOS), then either run it straight from the CD, or copy the entire folder to yer hard disk. Got that?

Virtua Cop (Sega)

Remember that scene in 'Taxi Driver' where Robert De Niro unwinds by idly pointing a Magnum at his television set? Welcome to the '90s version. Yes, you too can enjoy all the fun of being Travis Bickle, without suffering the accompanying descent into paranoid psychosis, thanks to those nice people at Sega. *Virtua Cop*'s the name, shooting people repeatedly in the arms, legs and face is the game. Install this demo and before you know it, you'll be murdering your way through the first half of level one (which should whet your appetite for the rest of the game). For an even greater challenge, we recommend the following steps: 1) Turn the crosshair off (from the Options menu). 2) Turn 'Gun Looseness' down (this means you'll need to be more accurate). 3) Try to shoot the bad guys in the ANKLES wherever possible (not only is this more difficult, it has the added bonus of making them fall over like girls). Or, to really add to the fun, just imagine that you're shooting at Kula Shaker. Again and again and again.

Specs: SVGA, 8Mb, Pentium, Windows 95 only

Controls: The arcade original used a lightgun. We thought about including one with this issue, but it would have cost £79.99 per copy. So we didn't. Therefore, you'll have to make do with the mouse. Complain and we'll cut yer.

Left mouse button Shoot the lawless scum in the goddamn face
Right mouse button Double-click to reload; all the better to murder more human dogshit with.

F1 Be a big girl and look at the help file.
Alt + F4 Let's get the hell outta here.



VIRTUA BOBBY *Virtua Cop* is thoroughly entrenched in the hardman Yankee cop ethos. But we reckon they could do a superb version based around the antics of our very own British police force (circa 1953). For starters, there wouldn't be any guns in it. Indeed, things would only get really violent at the very end, when you'd have to biff the main scoundrel on the jaw. Mostly, though, the action would comprise of shouting, "You there! Stop that right now!" at petty working-class crooks, whilst administering swift clips round the ear to cheeky Cockney kids snaffling apples from market stalls. And you wouldn't be able to see anything, because it would all take place in the middle of a thick 'pea-souper'. Magic, eh?

Robotron X (GT Interactive)

A new millennium awaits and mankind stands at the crossroads. The dawning of another era; a fresh chapter in the ongoing story of civilisation. Are we destined to be the architects of our own destruction? Or can we learn to grow and build together - to usher in an age of love, of community, of boundless achievement - ensuring that every man, woman and child shall live and learn, and love and nurture, and thrive for time immemorial upon this fragile Earth?

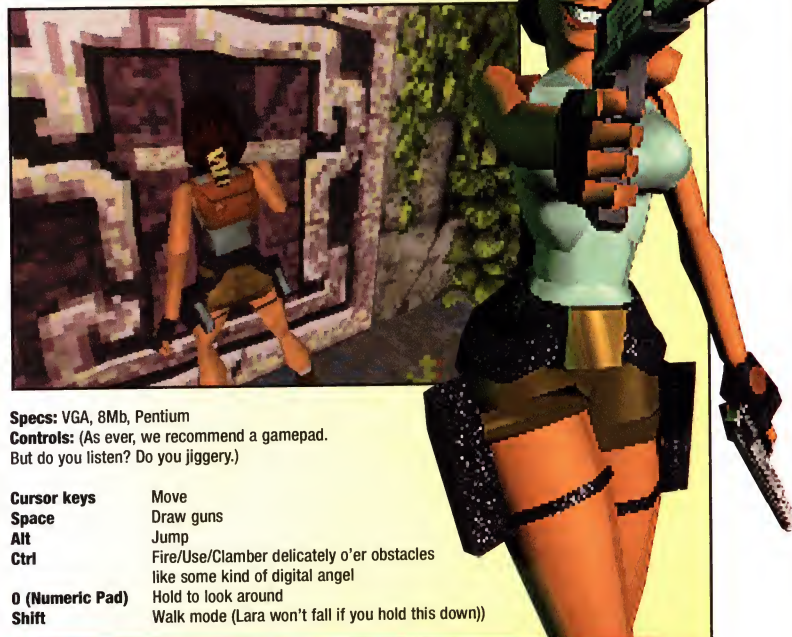
Can we bollocks. Let's face it, we're f**ked. It's all going to hell in a handbasket. But hey, don't worry. Take your mind off it for a while with *Robotron X*. What better tonic could there be for that pre-millennium tension than running around inside a claustrophobic theatre of electronic hate, blasting countless robots to godless oblivion with a bloody big gun? In *Robotron X*, unlike in life itself, the rules are simple. Run around shooting everything. Try to save the humans. Avoid the robots. Read those three rules again. Think you can remember all of that? Off you go then.

Tomb Raider (Core/EIDOS)

Last month you got a rolling demo. This time, the only thing that's rolling is your sleeves. Up your arms. Because it's time to get into the thick of things for real. *Tomb Raider* is one of the most impressive games of the year, as you'll no doubt agree when you've played your way through this demo. It's level two in its entirety - the full game has shitloads more. And they're all hu-u-u-ge. Huge. Massive, massive. Booyakka, booyakka. Give it up large for the Junglist massive. Rewind! Rewind!

Ahem. Anyway, bear in mind the following while you're playing:

- 1) Exploration reaps its own rewards; 2) When shooting at enemies, Lara will automatically aim at the nearest foe - stop shooting once it's dead to get a lock on the next one; 3) Don't drool too much each time she bends over or you'll knacker your keyboard. Saddo.



Specs: VGA, 8Mb, Pentium

Controls: (As ever, we recommend a gamepad. But do you listen? Do you jiggy.)

Cursor keys Move
Space Draw guns
Alt Jump
Ctr Fire/Use/Clamber delicately o'er obstacles like some kind of digital angel
O (Numeric Pad) Hold to look around
Shift Walk mode (Lara won't fall if you hold this down))

SING A SONG OF LARA Lara Croft, *Tomb Raider*'s femme fatale, is so gorgeous and lovely and phwoar and cor that you might fancy serenading her a bit during the game. In which case, you could worse than to belt out our custom-built suggestion:

'OH LARA'

(To the tune of 'Oh Mandy' by Barry Manilow)

Oh Lara,
Well, you came and you gave without taking
But I turned you away
Oh Lara,
Won't you kiss me and stop me from shaking
Which will take ages because I've got Parkinson's Disease

Specs: VGA, 8Mb,

Pentium, Win95 only

Controls: You may, if you so choose, use the keyboard. But a gamepad's really, really, really, really, really zig-a-zig ahhh. Still, for all the perverse bastards out there, here are the keys as they stand:

E Up
S Left
F Right
C Down
I Fire up
J Fire down
L Fire right
K Fire down





Blood and Magic (Interplay)

Now, there's a cheery title. *Blood and Magic* is a kind of head-on crash between *C&C* and *D&D*. Why not play it in a B&B, just to make things nice and neat? Anyway, it casts you as a 'mage', trying to rule an ancient world of magic and things. There's loads of Mana, weird morphing monsters, icons, spells... far too much to explain in detail in this here paragraph. Check out the Readme.txt file, or better still, run the tutorial from the main menu when you first start the game.



Specs: VGA, 486DX66, Win95 only

Controls: Mouse, with keyboard 'hotkeys', which are...

F2	Save game (Full Only)
F3	Load game (Full Only)
?	Info cursor
m	Move to command
a	Attack command
g	Guard command
s	Use skill or spell
t	Transform follower
r	Remove follower
i	Use item
d	Drop item
e	Encyclopedia
v	Victory and defeat conditions
p	Freeze action
Enter	Go see message event
Tab	Cycle to next follower
Esc	Exit mode/options menu
Ctrl+LeftClick	Repeat command to follower



Command & Conquer: Red Alert Teaser

(Virgin)

A rolling demonstration of Virgin's forthcoming mouse-controlled ballet of carnage. Every man jack of you out there is going to buy a copy of this when it appears in the shops - we all know that. Right now, you'll just have to sit there and gulp nervously as it lap-dances before you, cheekily teasing your desires with its voluptuous graphics and hot, moist improvements. It's coming soon - oh, it's so close. It's nearly there. Don't stop. Oh. Oh God, don't stop. Pleeaaasse don't stop!

SAVE MONEY!
See page 13

Specs: SVGA, 486DX66

Archimedean Dynasty (BlueByte)

Let your fingers do the walking all the way to page 120 and you'll find a glowing review of this new aquatic action spectacular from BlueByte. There seems to be a veritable tsunami of 'watery' games on their way right now, but they'll need to be pretty special to beat this one - a kind of 'underwater *Wing Commander 4*, according to our very own Prezzler. In this cut-down demo version you've got a whole 'chapter' to play with, so get cracking, eh?

Specs: SVGA, Pentium, 16Mb

Controls: *Archimedean Dynasty* is the kind of thang that really needs a joystick. But, in case you haven't got one (or you're frightened to use it, because it's a rude shape), here are the keyboard controls for your fun and enjoyment:

ESC	Run away! Run away!
F1	Status of the fixed cannon on monitor/Toggle weapon status
F2	Status of the torpedo magazine on monitor/Toggle weapon status
F3	Status turret cannon 1 (if mounted)/Toggle weapon status
F4	Status turret cannon 2 (if mounted)/Toggle weapon status
F5	Command to turret cannon 1: Attack my target
F6	Command to turret cannon 1: Fire simultaneously with me. Uh, that's it. Oh yeah.
F7	Command to turret cannon 1: Locate targets and attack independently
F8	Command to turret cannon 1: No further action (default)
F9	Command to turret cannon 2: Attack my target
F10	Command to turret cannon 2: Fire simultaneously with me, you beast, you.
F11	Command to turret cannon 2: Locate targets and attack independently
F12	Command to turret cannon 2: No further action (default)
a	Accelerate.
z	Decelerate.
s	Increase speed by 10km/hr
x	Decrease speed by 10km/hr
q	Active sonar on/off
i	Display armour state in monitor/Sieve cornflour
r	Change radar range (circular displays bottom left and right)
f	Activate free control/Incinerate chickpeas
g	This is Ground Control to Major Tom

h	You need help, pal
j	Activate ceiling control (huh?)
l	Lock object in target range
y	Autopilot menu
p	Light cigar and relax for a moment
u	Turret cannons selection/commands
c	Grind to a halt
n	Select next way point
ALT	Fire torpedo
SPACE	Fire onboard cannon
RETURN	Select next torpedo
Cursor Keys	Actually move the bloody thing



ZIG-A-ZIG-AHHH

C&C2 is a teeny bit retro in theme, a 'what if...' scenario involving rampaging Russkie so-and-sos in a world where WWII never kicked off. I'd like to see a totally fresh approach for *C&C3*, if and when they make it. Same style graphics and interface, but it would put you in charge of The Spice Girls. You'd have to commandeer them through a series of demanding dance routines and personal appearances, and then make them march like hypnotised automatons up my street, through my door, and into my bedroom. Where things would suddenly get all rude.

FIFA Soccer 97 (EA Sports)

For many, EA's *FIFA Soccer* (despite numerous upgrades) has never really hit the mark. So many jokes, so many tears - but all those 'oh so nears' bring you down, through the years. Well, maybe this latest incarnation will do the trick. It's all been rather neatly 'done up' as you'll soon notice - smart polygon players, virtual stadium shenanigans all over the shop. It's rather like watching *Tekken Allstars* versus *Virtua Fighter United*. If you see what I mean. Which you will if you stop reading this nonsense and just get on with playing the damn thing. England vs Germany only in this demo - so prepare to re-write the history books (well, the ones that mention football, at any rate).

Specs: SVGA, Pentium, 8Mb (167 Mb recommended)

Controls: You can use the keyboard, a gamepad, or even the mouse to control *FIFA 97*. Now, we were going to list all the keyboard commands until it dawned on us just how long it would take, and how much space it would fill up. We'd have been out felling trees for six days just to get the required amount of paper. And quite frankly we couldn't be arsed. Don't moan, though - there's a full list of commands in the readme.txt file, lurking within the *FIFA* directory on your CD. Alright?

SING A SONG OF FOOTBALL

Here's a little ditty to keep your spirits high as you run up the pitch like a virtual bootboy.

YOU GIVE ME FIFA

(To the tune of 'Fever' by ... um... you know. Thingy. [That's Peggy Lee, you uncultured dolt - Ed.])

You give me FIFA
In the morning
FIFA all through the night
FIFA!
In the morning
FIFA when you hold me tight



Guimo (Shareware)

A fun-size chunk of weirdy platform and shooting action from Brazil (yes, *Brazil*). The aim of the game is fairly self-explanatory (ie. jump, dodge, shoot, survive and keep moving), it's rather cute, and the accompanying Readme.txt file is a charming bit of pidgin English that should warm the cockles of the most xenophobic hearts. So sit back and prepare to enjoy "the action provided by the own game conception in which the player has the same conditions of the enemies."

Specs: 486SX25, VGA, 8Mb

Controls:

Direction: direction keys or key pad ([8] or left [ALT] to jump, [5] or [2] down, [4] left, [6] right). You can use the joystick too.

Fire	Space bar or joystick button.
Friend Invocation	Press down and space bar simultaneously
InGame Graphic Detail	[F1] key

Mighty Morphin' Power Rangers (Bandai)

You only need to play this demo for about two seconds to realise that it contains all the heart-pounding excitement, variety, and technical expertise of the wildly successful kid's TV show. I'm not kidding. You'll have to see it to believe it. The aim is simple: kick everybody you see in an eerily unrealistic manner, as part of your ongoing quest to redefine ineptitude. If you get stuck, try jumping upwards (that's a good tip for everyday life, by the way). Collect all the red diamonds, because they're important, right. And most important of all, don't forget to Go Go Power Wrench Arse! Mighty Morphine Power Wrench Arrrrs!

Specs: 486DX66, VGA

Controls:

- A** Left
- D** Right
- J** Jump in an ineffectual manner, like you've just been goosed by a sailor
- K** Kick like a nine-year-old girl who's in a bit of a strop
- P** Lash out in an effete, unthreatening manner
- W** Use sword like an arse (once you've got enough diamonds)



SING A SONG OF BRUTAL JUVENILIA

Mighty Morphin' Power Rangers is a popular (popular with kids and other dumb animals, at any rate) pot-pourri of puerile juvenilia (silly costumes, comic-book plotting) and flat-nosed thuggery (kicking the crap out of everyone). Here's a specially written song combining both those elements, which you can sing whilst playing the game in order provide your own personal soundtrack for the action onscreen...

'TAKE THESE BROKEN LIMBS'

(to the tune of 'Broken Wings' by Mister Mister)

Take

These broken limbs
And learn to walk again
Learn to walk so free

When we hear
The voices sing
The book of nob piss poo
flaps bottom willy fart-ing thing



DENNIS DIRECT GAME OFFER

Product	Publisher	Price	Code
C&C/Red Alert	Virgin	£44.99	DW04A
Screamer 2	Virgin	£34.99	DW05A
3D Ultimate Pinball 2	Sierra	£29.99	DW06A
Sim City Network	Maxis	£39.99	BC37B
Captain Quazar	3DO	£24.99	DW07A

RING NOW!

Dennis Direct on:
01789 490215
and quote
reference number!

Eittris (Freeware)

What could be better than a nice game of Tetris? How about a nice game of four-player Tetris? With special power-ups, some of which do really odd things to your opponents? And lots of pretty colours? That's exactly what Eittris is. And no, we don't know how to pronounce it either. This is 'Freeware', which means that it's all yours, gratis, forever. Ahhhh. Why not send the author a postcard and some cash or something, just for being so darned nice.

Specs: 486DX33, 8Mb, VGA

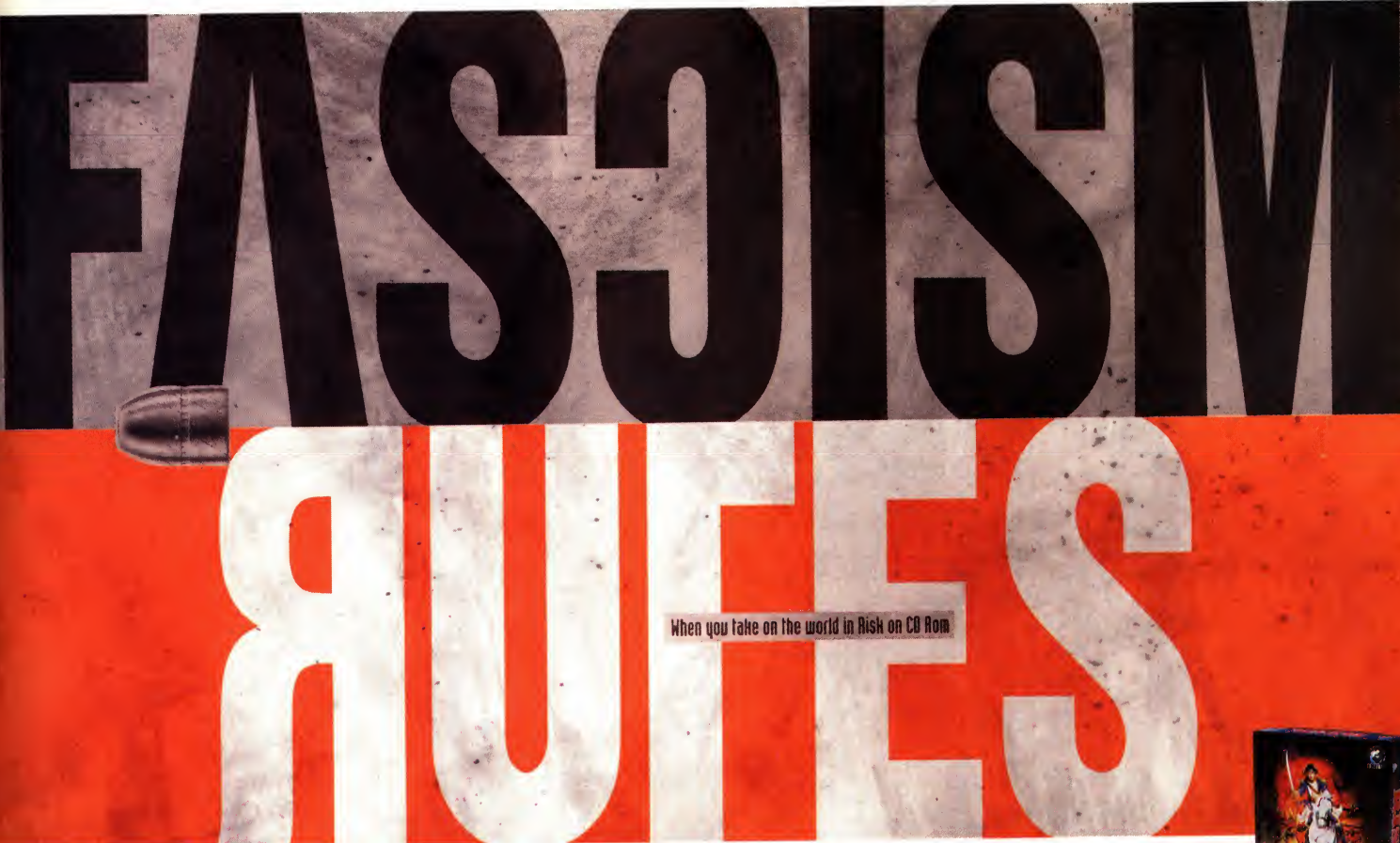
Controls: Keyboard (definable for each player, Player 1 uses the cursors by default)

NB: If you don't have any (or many) friends, you can put your PC in charge of the opposition.

SimCity2000 Network (Maxis)

Remember Sim City 2000? Well, here's a taste of the forthcoming Internet-or-network-friendly version, which allows you to do battle with some friends, in an urban-planning fight to the death (sort of). You'll need a modem (and an ISP account) or network to try this, and the helpfiles (which are very handy) need to be downloaded from the Maxis Web site (via a single mouse-click from the start-up menu). But do give it a go, 'cos it's magic, like.

Specs: 486DX33, 8Mb, SVGA, Win95 only **Controls:** Mouse only



When you take on the world in Risk on CD Rom



Deploy your armies to march into neighbouring countries. Assess the strength of the opposition before you let battle commence. Then destroy, or be destroyed in explosive 3D action. World domination is now no longer a dream. Also look out for Battleship, Cluedo, Monopoly, Trivial Pursuit, Othello and Yahtzee from Hasbro Interactive.

don't just play it. live it

Power F1 (EIDOS/Domark)

If you found *Grand Prix 2* a little too 'serious' for your liking, you could do worse than to check out this altogether more 'arcade' take on the motor racing theme. Please note that even if you're running this from dos, you'll need to make sure that SMARTDRV (a disk-cacheing program that comes with Windows) is loaded into memory. If you're using Windows 95, you needn't fret at all. Smartarse.

Specs: 486DX66, VGA, 16MB

Controls:

F1	Help on/off
F2	Racing line on/off
F3	Curved sky on/off
F4	Auto braking on/off
F5	Panel on/off
F6	In-cockpit user car view
F7	Mirror render mode on/off
F9	Less detail
F10	More detail
F11	Previous car
F12	Next car

F13

CTRL F12	Buy a new keyboard
Number pad	View your car
Cursor Up	Select exterior view
Cursor Down	Track cam view
	Cycle through car views

Default Keys Redefineable

<>	Steer
P	Gear Up
L	Gear Down
A	Accelerate
Z	Brake
SPACE	Toggle reverse view

Muppet Treasure Island (Activision)

Join Kermit, Fozzie, Miss Piggy, Gonzo and Billy Connolly aboard ship in this playable



snippet of Activision's top-hole Muppet adventure, based upon the recent movie. It's aimed at kids really, but we reckon you'll all love it anyway. Because you're a bit simple really, aren't you? Still, it couldn't be easier to control - just click on anything that interests you. So get on with it.

Specs: 486DX66, 8Mb, VGA, Win95 only **Controls:** Mouse only

SCREAMER 2 (Virgin)

Superb fun for inconsiderate drivers with this nifty Sega Rally-esque racer. In this demo, you can only pick one car and one course, but who's bitching when it looks (and plays) as good as this? Plus, your allotted course for this freebie sampler version takes you through a quaint English village, where you can almost smell the real ale and cowpats.

Specs: 486DX66, VGA, 8Mb
Controls: Joystick, Gamepad, Steering Wheel, Keyboard
Cursor Up Accelerate
Cursor Down Brake
Cursor Left/Right Steer
Esc Quit

SAVE MONEY!
See page 13

Captain Quazar (3DO)

Like rats deserting a sinking ship, the last few months have seen a number of 3DO console titles making the leap onto the PC. *Captain Quazar* is the latest newcomer. It's a cartoon shoot 'em up for Windows 95, replete with more outrageous visuals than you'll see at the Glastonbury festival (unless you're having a VERY good time). There's a whole level at your disposal in this demo... if you like it, then why not purchase the full product from your Dennis Direct?

Specs: Pentium, 16Mb, SVGA, Windows 95 only

Controls:

Cursor Keys	Move around, knucklehead.
Insert	Fire 1
Home-PgUp	Fire 2
Delete	Fire 3
End	Tank Control
PgDn	Status Bar
	Menu



SAVE MONEY!
See page 13

FREE 30-DAY INTERNET TRIAL WITH DEMON INTERNET!!!

There's some software on this month's CD that gives you 30 days' FREE unlimited Internet access with Demon Internet and 30 days' FREE use of our Internet Software Suite.

Demon Internet subsequently charge only £10 (+VAT) a month. There are no on-line charges. The only extras you'll have to pay will be your phone bill (charged at BT local rate by your telephone supplier).

After your free 30 days, for a one-off £12.50 (+VAT) sign-on fee, and a fixed monthly fee of £10 (+VAT) you have unlimited access with no hidden extras to Demon Internet's network of multiple high-speed international links and powerful servers for e-mail, news and the Web. What's more, you'll get 5Mb of Web space free, so you can make your own global impression on the World Wide Web. Your Web pages are hosted on your own virtual Web server giving you your own unique Web address.

You can pay either monthly or annually; you can pay by credit card, direct debit or cheque (annual accounts only) - and you can cancel your subscription offer at any time. If you decide to subscribe for a year, whole pre-paid months will be refunded. Should you decide not to proceed with your membership, cancellation will be required in writing giving us at least seven days' notice before the payment due date. You will have paid us nothing for your FREE 30 days.

The software on the CD gives you 30 days' trial of the Demon Internet Software Suite. This includes Turnpike that enables you to read your e-mail and news off-line. Microsoft Internet Explorer included.

You will need to set up your Demon Internet account before you install Demon Internet Software Suite. So phone 0181 371 1234 to set up your account. Don't forget to mention the special issue number: pz1296 to claim your FREE 30-day trial.

SAVE MONEY!
See page 13

SPECIAL DENNIS PUBLISHING READER OFFER

The Demon Internet Suite

The Demon Internet Suite makes it easy to connect to the 'Net. That's because it includes everything you need - all in one box. There's all the software, access to free Internet time and free web space needed to get you started with Demon Internet, the UK's largest Internet Service Provider.

Special Offer Price: £29.95 (REF: BC32B)

Includes:

- 30 days' FREE access with Demon Internet worth £10 (+VAT)
- FREE sign-up fee - worth £12.50 (+VAT)
- FREE 24 hour, 7 days a week hot-line support.
- 5Mb FREE web space
- Turnpike Internet connection software v.3
- Microsoft Internet Explorer v.2 & v.3 for web browsing
- HotMetal Light v.3 web authoring software
- RealAudio for playing sound and music clips from web pages

Demon Internet Suite - Subscriber Edition

If you have taken advantage of the FREE 30 day Demon Internet trial on the CD and you are a Demon Subscriber, then you need the Demon Internet Suite Subscriber Edition. This gives you easy to follow user guides and full software licences for Turnpike and MS Internet Explorer plus HotMetal Light v.3 and Real Audio. This is backed up with FREE expert 24 hour, 7 days a week hot-line support.

Price: £24.95 (REF: BC33B)

For more information contact Dennis Direct on:

01789 490 215

Battleground Waterloo (Empire)

One of those games that makes wargame aficionados start salivating, in an unwholesome, hairy-palmed sort of a way. Weirdos. Still, at least this one features loads of French people being shot at and killed. Wargame newbies are advised to check out the staggeringly comprehensive helpfile which installs itself along with the game... it makes life easier, don't you know.



Specs: 486DX266 Min, 8Mb RAM, Win95/Windows 3.1

Controls:

The mouse is used to get info on the units and terrain on the map and to control the actions of units on the map.

Single-click with Left Mouse Button: This will display info on the units and terrain in the designated hex. This action can be performed on any hex during any phase.

Double-click with Left Mouse Button: In addition to displaying info on the units and terrain in the designated hex, this action also selects all units in the Unit List. This is commonly done before moving units, having them fire, or using them in a Melee attack.

Single-click with Right Mouse Button:

The result of this action is dependent on the current phase.

1. During the Movement Phase: The units selected in the Unit List will be moved to the designated hex;

2. During a Fire Phase: Causes the units selected in the Unit List to fire on the designated hex. If there is more than one potential target in the target hex, a dialog will be displayed that allows for the selection of the target.

3. During a Melee Phase: This action causes the selected hex to be designated as the defending hex. After this has been done, adjacent units can be designated as attacking units using the Left Mouse Button, selecting from the Unit List, and adding them to the attack using the Melee Menu.



Steel Panthers 2 (Mindscape)

Hex alert! Hex alert! *Steel Panthers 2* is, surprise, surprise, a hex-and-tanks war 'em up which, according to our own Daniel Emery (who worships this kind of thing with a frankly disturbing fervour), is 'smart'. Lots of tanks, gunfire and screaming are the order of the day, so if you view Vietnam movies like most people view hardcore pornography, you'll be in hog heaven. Just don't come anywhere near me or my family. Or my friends. In fact, just go away. Go on, shoo.



Specs: 486DX66, SVGA, 8Mb

N Next unit
P Previous unit
A All-Formation Command mode
G Go to next formation HQ
L Load/Unload unit
Y Set Range
B Go to Bombardment menu
R Rally Active unit
O Measure your 'thing'
T Targeting menu
W Weapons control menu
F Fire at targeted unit
Z Fire at targeted hex

X Fire smoke at targeted hex
J Do a lovely little jig, like a little cornish sailor who's had a few too many
U Remove/Replace Smoke and Darkness
+ Zoom in
- Zoom out
H Headquarters menu
E Encyclopaedia
S Save game menu
K Go outside, walk around for a bit, meet a nice girl, strike up a conversation, mate, marry, decay, die.
F Toggle Fast Artillery ON (Does not toggle OFF)

IMPORTANT!!! If you are using the demo version and the hot keys are used during the computer opponent's turn, the scenario will end and the program will return to the main menu, just to piss you off. Hot keys should only be used during the user's turn. An example of where this could be a potential problem is the use of the Fast Artillery hot key (F) when the computer opponent's artillery barrage is occurring. If you hit the F key you will end the scenario and return to the main menu. So don't do it, you shuffling great oaf. And before you wrinkle your nose up and start whinging like a girl, this only occurs in the demo version, OKAY??

Enemy Nations

Sim City 2000 meets *Command & Conquer*, according to some, and we find it hard to disagree. One for the hex maniacs, it's a meticulous and detailed piece of combat-strategy-resource management stuff, in which you'll have to fight a war AND make sure that the folks back home are happy and well fed. Tricky stuff... read the accompanying help files for the full lowdown.

Specs: 486DX66, SVGA, 8Mb **Controls:** Mouse only



Z-Net (Warner Interactive)

Erm... this was on last month's cover CD, but we, er, well I... um. Look, we forgot to mention it in the contents page, okay? So we're giving it to you again. And this time we'll explain how you use it (because we're nice)

Okay... here's what you do. You need a friend (with Z installed on their hard disk - and we mean FULL installation), a network (or serial link), and this month's (or, er, last month's) CD. Right. Now you have to decide who's going to be the Server (as opposed to the Client) - ie. the geezer who's going to set everything up. Captain Server chucks the Z CD in his drive, whilst everybody else pops our special CD into theirs. Then you run the game. Captain Server can follow the on-screen instructions while the others twiddle their thumbs for a bit, and then you're off. Hooray!

Specs: 486DX33, 8Mb, SVGA

ESSENTIALS

You know what to expect, and you'd be right. Namely, a huge pile of useful gizmos, gadgets, and goolies (surely 'Goodies'? - Ed.) that will leave your computer about 2,000 times more useful than it was before you installed 'em. *Paint Shop Pro*, *McAfee Virus Scan*, *Internet Explorer*... you name it, we've stuck 'em to the front of this magazine.



FLEET BEFORE TAKING ON YOUR ENEMY IN BATTLESHIP ON CD-ROM



A.W.A.C.S., F18s, submarines and a whole fleet of ships are just some of the hardware available on this new software. Seek out your enemy, launch your offensive and unleash some of the most awesome graphics ever created. To what depths will you sink to try and destroy the enemy? Also look out for Risk, Cluedo, Monopoly, Trivial Pursuit, Othello and Yahtzee from Hasbro Interactive.

Available at Allders, Beattles, Byte, Currys, Dixons, Electronic Boutique, Game, HMV, PC World, Staples, Toys R Us, Virgin, WH Smith and all good computer stores. www.hasbro.com

don't just play it. live it



nothing is too dirty,
nothing is too dirty,
nothing is too dirty,

no method too cruel when
you are dealing with the death defying
combat racing in Death Rally.

Features 18 radical tracks, 6 cars each with
their own unique weapons, upgradeable
engines and
much more.

<http://www.gtinteractive.com>

Death Rally™ © 1996 Apogee Software, Ltd.

All Rights Reserved. Developed by Remedy Entertainment and Apogee Software, Ltd.

Published and distributed by GT Interactive Software Corp. IBM® is a registered trademark of International Business Machines Corporation.

GT™ and the GT logo are trademarks of GT Interactive Software Corp. All other trademarks are the property of their respective companies. E & O exc.

DEATH RALLY™

drive by shooting...
drive by shooting...
drive by shooting...

Battle it out with Duke Nukem in the ultimate
Death Rally!

Wildly addictive top down racing
action where you'll need to be as skillful with
your trigger finger as you are with the throttle.



Make your way up through the rankings using your
prize money to buy enough weapons, horsepower,
and customised add-ons to
take you
into the final confrontation against the
“Adversary”.



BULLETIN

Krushed, Killed 'N' Destroyed

While Westwood Studios faff around trying to perfect the AI in *Red Alert*, can Electronic Arts step in and ruin the party with their new real-time action strategy game *KKND*?

IT CAN AND WILL HAPPEN. *COMMAND & CONQUER* will, at some point over the next few months, have to bow in the face of superior firepower. Westwood Studio's *Red Alert*, the highly anticipated sequel to the aforementioned classic, is odds on favourite to brush aside all-comers, but newly announced *Kill Krush 'N' Destroy* from EA could possibly knock the wind from its sails, or even leave *Red Alert* floundering in its wake.

Developed in Australia by Beam Software, *Kill Krush 'N' Destroy* takes place in the aftermath of a



The blue Survivors fight it out with the red Mutes over a huge spilt ice cream cone.



The Mutes' bone-like machinery comes under attack from the Survivors' arsenal.



KKND features progressive gameplay that is punctuated by a whole host of stunning hi-res cut-scenes. Cor!

nuclear war with an elite race of underground survivors taking on the irradiated might of the overground Mutes. A gritty plot that bears more than just a passing resemblance to the classic movie 'The Omega Man' unfolds via sophisticated pre-rendered cut sequences (à la *C&C*), with 30 single-player missions piecing the story together. *KKND* relies on an open-ended resource management structure, combining real-time battles and weapons research that filters new features into play as progress is made. Not only that, but surviving forces improve with experience, their AI refining all the time.



Will *KKND* feature special units that clear away all that woolly mammoth dung?

Beam have made a real effort with *KKND*: not only are the hi-res, post-apocalyptic landscapes a joy to behold, but a hardcore industrial soundtrack clanks away while the mayhem ensues. Fear not, though, for this doom and gloom looks certain to be offset by a darkly amusing sense of humour, plus full network support giving all the usual belly laughs once the inter-human insults start flying.

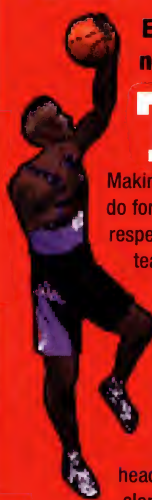
Surprisingly, *KKND* is penned for a pre-Christmas release, so we should see a full review in the next issue of *PC Zone*. For now more information can be found at <http://www.beam.com.au/>. **Z**

NBA Live And Kickin'

EA Sports motor ever onwards with a smart new bitmapped basketball game for 1997.

THE TITLE *NBA LIVE '97* GIVES LITTLE AWAY. EA SPORTS' involvement in the development of said title will no doubt raise a few eyebrows, though.

Making use of EA's Virtual Stadium 3D technology, *NBA Live '97* should do for basketball games what *FIFA '97* and *NHL Hockey '97* did for their respective sporting pursuits. Containing every single one of the 29 NBA teams – including last year's new franchises, the Toronto Raptors and Vancouver Grizzlies, plus all-star and custom teams – and showing off the latest incarnation of the Virtual Stadium polygon technology, *NBA Live '97*, it is promised, will shift huge, detailed 20-foot tall players at a rate of knots never before seen in a sim of this sort. For the 'Statstos' out there, expect a headrush when you first clap eyes on the plethora of figures and numbers you can compare and contrast in the multitudinal statistic screens. Add intuitive and speedy gameplay to that and you've got an instant classic, eh? So come on, EA – the pressure's on to deliver the goods! **Z**



Put the ball in the basket. Put the freakin' ball in the freakin' basket!

You're in the army now

A new twist on the action/strategy genre from Studio 3DO. And guess what? It's not a conversion of an existing console title!

THOSE OF YOU WHO, IN YOUR PRE-PUBESCENT years, spent many an hour caked in mud and grass pointing plastic soldiers at each other going, "Ehhh! Ehhh!" (That's the noise an imaginary machine gun makes, if you didn't already know or are pre-pre-pubescent—Ed.) will now be able to re-enact those halcyon days through a brand new action strategy game from Studio 3DO called *Army Men*.

As field commander of the infamous green or tan plastic army, you take personal control of your flagship vehicles in an attempt to attack, defend and destroy the opposing forces. *Army*

Men is a top-down, scrolling strategy game that aims to be far more action-oriented than many current real-time war games. Six different types of unit and six different types of vehicle will be available over four separate battle scenarios (land, sea, air and sea-to-land), further diversified by the inclusion of day and night missions.

Army Men, when complete, will have a spread of unique single and multi-player missions to take on. Obviously, there will be network and modem support, but for those of us without access to such luxuries there will be a split-

screen option to balance things out a little. All's fair in love and war, after all.

All of the soldiers have been designed using 3D Studio MAX with a plug-in called *Character Studio* which enables the artist to create a framework model of their intended subject with realistically moving textures mapped onto the finished skeleton. The end result is a phenomenally believable representation of what it might be like if these plastic figurines actually came to life.

April '97 is the projected release date, but until then have a look at <http://www.3do.com>. **Z**



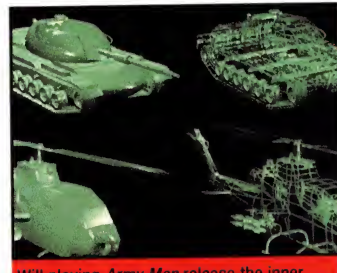
Scratchy, Pathe-style black and white cut-scenes break up the action. If you see the cockerel, shoot it!



I wonder whether these plastic soldiers have those knobbly plastic bits underneath that made them difficult to stand up?



Landscapes are multi-layered and scroll accordingly depending on height, creating real depth when the whole screen moves.



Will playing *Army Men* release the inner child in all of us? Well, everything else seems to, so why not this?

AfterShocking

First official *Quake* add-on hits the streets.

Nobody's really surprised by this one. Ever since the 'plug-in-tastic-ness' of *Quake* was trumpeted in the early days of its development, software companies, gamers, and *Doom* level designers have been licking their oh-so-dry lips in anticipation of what they could do with the *Quake* engine.

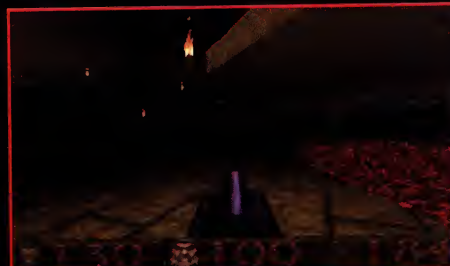
Aside from all the ephemera floating around on the Internet, the first big fruit of *Quake*'s 'open' loins has now appeared. It's called *AfterShock*. It's published by GT Interactive. It's "twenty-odd quid". It contains a whole new episode of *Quake*, a squillion deathmatch-only arenas, and a rather good level editor, called Thred.

What else can we tell you, except that the new episode — featuring such bizarrely monickered

names as Fire Surroco, Darmack, and HellHole — is really, rather good. Using all new textures and bitmaps, the impressive levels have been constructed by a mish-mash of ex-*Doom* wad designers and professional level boys.

Cunning architectural motifs such as high ceilings and scary 'Star Wars'-style walkways intimately rub shoulders with some neat innovations such as boats, flooding levels, and much use of the under-implemented 'wind' effects of the *Quake* engine.

To beef up the CD, *AfterShock* also includes a mighty list of deathmatch levels (the majority of which, we can report, are exceptionally well done) and, of course, a not unimpressive Windows 95-ready level editor. It features full 3D wireframe and textured previews, spinny-rotatey controls, and all sorts of orthographic CAD-based guffery. Experts with lots of free time need only apply for that one.



There are levels in *AfterShock* that will test even expert *Quake* players. Here's one we prepared earlier.

All in all, *AfterShock* gets a hearty thumbs-up from our resident *Quakers*, and paves the way for many other extra *Quake* plug-ins, one of which, *The Rift*, is looming. It's being artworked and designed by a bunch of ex-3D Realms engineers (who once worked on *Duke Nukem 3D*), and features a bunch of new levels, two new weapons, and an army of new monsters. In the meantime, *AfterShock* will happily fill the 'snack gap'.

AfterShock For Quake is out now through GT Interactive, priced £19.99. **Z**



AfterShock is sometimes guilty of 'going a bit too far' on some of the levels because of the slowdown it creates.



It must've taken months to build some of these levels. You level designers really should get out a bit more.



And now the Cybertwats' anthem: Remember, member, member what a shambler, shambler, shambler you are.



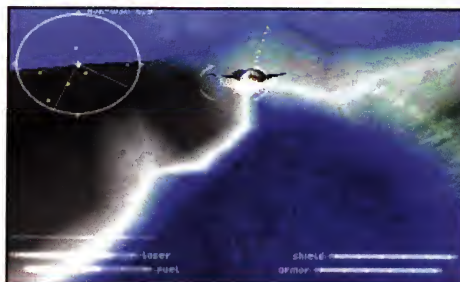
It looks like *Quake*. It tastes like *Quake*. It shoots (that's 'shoots' — Ed.) like *Quake*. But it isn't *Quake*. It's *AfterShock*. Ner.

« Back to reality

Ocean's in-house development team, Tribe, set out to prove that the cream of Manchester is neither a beer, nor a football team.

BUDDING GAME HISTORIANS WILL KNOW that Ocean Software are the 'jewel of The North' of the software industry. Established over ten years ago, Ocean have constantly been on the cutting edge, despite the fact that the past few years have not been the best for them. But that's all about to change. Not only do Ocean have the strangely alluring *Tunnel B1* waiting in the wings, but they also have two new in-house projects to announce, plus their very own C&C variant from outsiders Optik Software.

Dreadnought is the working title of Tribe's futuristic post-historic actioner set in an alternative future on the planet Mars. The premise of the game is that electricity 'never caught on' and that the ideas of Leonardo da Vinci allowed man to take to the skies in spite of this scientific oversight. Rubber band-powered aircraft



Magic Carpet meets *Inferno*, then gets rogered by Satan himself. That's *Shattered Reality*, mate.

and steam-powered vehicles become the norm in a nightmarish vision that cross-breeds HG Wells with 'Those Magnificent Men In Their Flying Machines'. An impressive 3D engine allows the player to take flight in a Great Imperialist War against the mighty 'Barons' (and their seemingly infinite resources), as they attempt to carve a career as serving officers aboard the mighty floating vessel HMS Carnage. Impressively original and richly visual, *Dreadnought* should be with us early in '97.

Secondly from Tribe comes *Shattered Reality*, a 3D space combat sim that's completely open-ended with 16 different ships to pilot in over



Shattered Reality: now own up, has someone floated a rotting great big bum egg here?

30,000 different sectors. Ocean boast that their state-of-the-art polygon engine "would make ILM proud", with real-time morphing and transparent texturing effects adding to the 'wow!' factor. Again, look out for an early '97 release.

Finally comes Ocean's crack at the real-time strategy genre with another early '97 release called *Project Airos*. Little has been seen of the game thus far (sorry, no screenshots yet), but we are informed that the thing is set "in a future where war has been privatised". Bloody Tories'll sell anything for a quick buck.

Contact [Http://www.ocean.com](http://www.ocean.com) for more information.



Dreadnought: all together now "they go up-tiddly-um-tum, they go down-tiddly-own-town!"



Technology gone skew-whiff in *Dreadnought* where rubber band-powered flying machines abound.



Jaw-dropping 'chicks away' style bomber action in the strangely futuristic *Dreadnought*.

Break your duck with Disney

Test your gaming skills this Christmas with the all-new PC action game from Disney Interactive, *Donald In Cold Shadow*.

DONALD DUCK HITS THE NINJA SCENE, assuming the character of Maui Mallard, the washed-up quack detective who morphs into his alter ego, the Ninja, in a quest to track down the mystery of the missing mojo idol of Shabhum Shabhum.

Nine challenging levels, split into 23 action-packed stages await whoever takes on this high impact adventure featuring MudDrakes, Rotting Pirates and Duck Zombies. Go beak-to-beak with some of the toughest enemies ever encountered in a Disney game of this kind!

With a feast of high quality Disney animation, humour and original 'big band style' music, not to mention over 50 hours of lightning fast, side-scrolling, ninja-fighting action, this exciting new adventure

is sure to keep even the most battle-hardened PC gamesplayer hacking and chopping away for ages.

Donald In Cold Shadow is available from all good computer games stores now, priced £29.99. However,



Quacking nunchucka action from everyone's favourite duck.

**WIN
Disney software!**

we've got ten copies to give away to the same number of readers who can answer the following question correctly:

What is the French word for duck?

Answers on a postcard to:
Disney Compo, PC Zone, CP271B
Customer Interface, Bradley Pavilions
Bradley Stoke North, Bristol BS12 0BQ

Rules: All entries must be received by January 20th 1996. The editor's decision is final. No correspondence will be entered into. Repeat entries will result in disqualification.





**THE TROUBLE WITH A
VACATION IS...**



**LOCAL MARKETS CAN BE
CONFUSING,**



**PUBLIC TRANSPORT
PRIMITIVE,**



**AND THE NATIVES HANG OUT
IN THE WEIRDEST PLACES**



**WHERE THE COCKTAILS ARE
LETHAL,**



AND THE FOOD SUCKS.



**THEN YOU MEET A
GORGEOUS BABE,**



**WHO FALLS UNDER YOUR
SPELL,**



**AND THINGS ARE LOOKING
GOOD.**

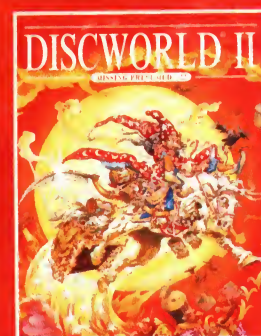


UNTIL HER FATHER TURNS UP,



WITH AN OLD FRIEND!

The adult graphic adventure,



will be available soon.

DISCWORLD® II

MISSING PRESUMED....!?

www.psygnosis.com

Psygnosis and the Psygnosis logo are trademarks of Psygnosis Ltd. © 1996 Perfect Entertainment Ltd.

**PC
ROM**



Any and all original and/or distinctive characters, features, likenesses and elements appearing in the Discworld series on which this product is based are trademarks and © Terry and Lynne Pratchett. "Discworld" is a trademark registered by Terry David John Pratchett.

and "PlayStation" are trademarks of Sony Computer Entertainment Inc.

Dead fast Moto Racing

Delphine's new fast bike sim is set to redefine the PC racing genre.

FAST BIKES? OH, DON'T WE JUST LOVE 'EM? Carve up the local country lanes at break-neck speeds, or slide 'round a corner in a dash to the finish line... it's all good family fun. Until, that is, you come off. All motorcyclists come off from time to time, and most admit that the experience is, at the very least, excruciatingly painful. So, speed-freak cowards will no doubt take interest in Delphine's new safe-from-real-injury simulation, *Moto Racer*.

Mixing a wealth of different biking styles together, *Moto Racer*'s gaming world houses a stunning mixture of complex courses and ultra-realistic visuals. Whether tackling a testing Motocross circuit, doing your best Barry Sheen, or pushing the limits in the narrow streets of a city, *Moto Racer* looks fab. It is hoped in the PC Zone camp that *Moto Racer*'s gameplay will match its beauty, and there's absolutely no reason why it shouldn't.

You can check <http://www.ea.com> for more info if you like. **Z**



Girls, those of you with penis envy should keep an eye on *Moto Racer* – it could be just what you're looking for.



The bumps of a Motocross course are lots of fun until the face-down ditch landing reminds you that this is for real.

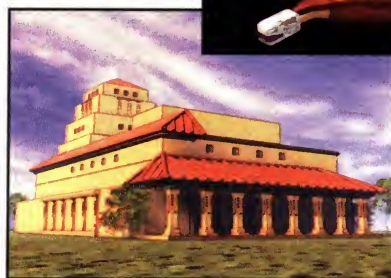
Storming the Net

A handful of forward-looking software developers believe that the future of gaming can be found on the Internet.

ACTIVISION AND A GROUP OF EX-ORIGIN developers called Titanic Entertainment have joined forces to work on a huge new on-line Internet game tentatively entitled *NetStorm*.

Set in a fantasy world of floating cloud cities, *NetStorm* mixes resource management with real-time combat as players fight for dominance of the skies. Using a floating island fortress as their base of power, players must strategically build an infrastructure complete with guilds, farms and palaces. Upon setting the population to work, players will then be able to work on battering each other into submission. A number of leagues will divide players of varying skill levels, so beginners get a chance to ease themselves into the game. *NetStorm* can even be played single player (offline), with the computer AI taking over management of the competition.

So wise people will be keeping their eyes on <http://www.activision.com> or <http://www.titanic.com> because *NetStorm*, out next summer, could turn out to be very big. **Z**



(Above) Thousands of players can battle on-line simultaneously, but most *NetStorm* levels will hold around 30 people at any one time.

(Left) Harness the energies of the wind, rain, thunder and sun to conquer other territories.



Players lay bridges above the clouds and then place defensive and offensive emplacements.

Football Wizard

Question: What do you get when you cross a satirical football management sim with a brand new pinball game? Answer: 21st Century's entire winter software line-up, that's what.



All of *Slam Tilt*'s pinball tables boast an array of moving mechanical parts.

SO THE BIG SURPRISE THIS MONTH IS THAT silver-balled Andrew Hewson and his band of merry men and women at 21st Century have a brand new pinball game which will hit the shelves in January next year. It's called *Slam Tilt*, it's got four new tables, four ball multi-ball modes, magnetic devices, six video modes and over 3000 frames of display panel animations. On sale for £29.99, *Slam Tilt* looks a sure-fire hit.

Here in the real world, however, most of us prefer proper football action to the strobing light hypnosis of the pinball table, so it's a good job that 21st Century have a footy management sim in their repertoire too. It's a management sim with a difference, though, because the game is packed full of ribald humour and 'where's the soap?' jokes. That's why it's called *It's A Funny Old Game*. Geddit? It's supposed to be... uh, funny. With that title, it had better be bloody good! **Z**



It's the Kentucky Fried Computer Game. *It's A Funny Old Game* plummets to new depths of humour.



Will *It's A Funny Old Game* turn out to be ITV or BBC?

VENGEANCE IS HIS



NO FLESH SHALL BE SPARED

MARCH 13/20



Windows® 95
Macintosh®

Z@MBië™
Virtual Reality Software

BUNGIE™

ZPC™ 1996 Zombie LLC. All rights reserved. Produced and developed by Zombie LLC. Distributed by GT Interactive Software Corp. ZPC™ is a trademark of Zombie LLC. GT™ and the GT™ logo are trademarks of GT Interactive Software Corp. Powered by Bungie™ Software Products Corp. Windows 95 is a registered trademark of Microsoft Corporation. Macintosh is a registered trademark of Apple Computer, Inc. All other trademarks are the property of their respective companies. Website: <http://www.gtinteractive.com>

***This Christmas,
8 high performance cars
will be joyridden...***



WED 25/12/96 13:03 24 104.23 m.p.h.

I.D. Cont.Search/Track 94:421

Evidence by proof

BY YOU.

S2 Screamer2



BETTER THAN PRISON





Fully-rendered 3D backgrounds will be the order of the day.



A distinctly English sense of humour prevails, laced with lashings of sarcasm.



Is it me, or is this picture really, really dodgy? I think I better change the subject.

File under 'Feeble'

Birmingham-based *Simon The Sorcerer* developers Adventuresoft announce new game after two years' silence.

FEEBLE FILES IS THE RATHER UNASSUMING name of Adventuresoft's latest (you guessed it) adventure game, which, rather significantly, features the considerable vocal talents of a certain Robert Llewellyn (alias Kryton from the highly successful 'Red Dwarf' TV series), plus some geezer from 'Blake's 7' (Peter Tuddenham – the voice of Orak) and another from 'The Archers'.

Unlike previous efforts, *Feeble Files* will boast fully-rendered 3D backgrounds and characters with an Orwellian story about the all-seeing 'Omnibrain', drugs and strange, oppressive enforcers. Written by Simon Woodroffe, author of *Simon The Sorcerer 1* and *2* (and the soon to be announced 3...), *Feeble Files* revolves around an inquisitive alien, Feeble.

"He's the innocent, basically good citizen that eventually becomes the rebellious hero in the story," said Llewellyn when quizzed about the story. "He realises that the society he lives in is corrupt, so he comes to Earth and finds he's really into 'Earth things'. On Earth he learns words like 'fascist', which he really likes!"

Feeble Files has been developed using Adventuresoft's new AGOS II system and will feature over 15 hours of dialogue, cinematic close-ups for conversations, and a lotta, lotta laughs.

"The graphics are the best thing ever. Everything's being ren-



dered and painted which makes for a unique cartoony feel which I don't believe anyone else is currently doing," said Simon Woodroffe.

"There are hours of special graphics to enhance the game playing experience," he continued, "and we have ways of getting it off CDs extremely quickly. We reckon there'll be no slowdown or jerking on full screen SVGA graphics with full sound from a quad-speed CD Pentium. Testing indicates that this is easily possible although the game should still run on a 486 66MHz!" Adventuresoft's pedigree and Llewellyn's involvement will have adventure fans sweating in anticipation the world over, so look out for a full preview of *Feeble Files* very soon. **Z**



Coming on like a seventh sense, *Feeble Files* keeps the population sedated. Keep on poppin'!

Whole lotta shakin' goin' on

A follow-up to one of the 'lightest' adventures ever created, *Shivers II*, it is hoped, will this time challenge both our nerves and our minds.

WELCOME TO CYCLONE, A BIZARRE LITTLE town on the edge of madness in a remote corner of Arizona. Its tobacco-chewing, white trash inhabitants have a secret to hide – a faceless demon called Darkcloud has been terrorising them for years. In to check on the whereabouts of a group of your lost friends, the townsfolk to Cyclone see you as their saviour and rope you into a mystery more tense even than Henry Rollins' neck, and they don't even ask politely. The cheek. Graphically, *Shivers II* knocks the spots off its predecessor,

which is quite an achievement considering that the original was pretty splendid in the looks department. This time, players will have complete freedom of movement (instead of the usual 'step' nonsense), dynamic surround sound effects and an arsenal of items to fiddle around with. Built-in Internet features will allow chat between PCs, with puzzles changing depending on whether you're playing on your own or not.

There's a chunk of HTML at <http://www.sierra.com/entertainment/shivers2/title.html> that will chill you to the bone. **Z**



(Above) Quick game of Hang Man anyone?

(Left) I can't even see my hand in front of my face. Where's the light switch?

Dispatches

WARPED BRAIN

Sequel to the highly underrated *Lost Mind of Dr Brain*, *The Time Warp of Dr Brain* is an amalgamation of fiendishly smart puzzles and simple point-and-click action for a wide range of ages. The wafer-thin plot wobbles on about 'Space Time Discontinuities' and how Dr Brain has zapped himself to a primordial age from which he must escape, which does little but insult our intelligence. "Battle the river flow and the Evil Otter at Beaver Dam, or challenge the Funky Monkey to a word-building race at the temple door." Man, I know it doesn't make sense, but these things never do.

The puzzles themselves, though, should be brilliant if the original is anything to go by. So let's just wait and see.

<http://www.sierra.com> – I dare ya!

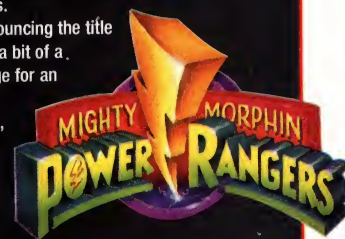


Don't get your knickers in a twist!

POWER DOWN

"Flame on!" "Flower up!" Or whatever it is those bloody Power Rangers say. It's all above me. Zillions of you must love them, though, because Bandai just keep on flooding us with their bloody merchandise and toys and things. What next – a game?! Well, yes. There is a Power Rangers game, and it called *Saban's Power Rangers Zeo Versus The Machine Empire* and it will be out by the time you read this.

Pronouncing the title may be a bit of a challenge for an eleven-year-old, but, from what we've already seen, the gameplay certainly won't be. It's a simple, side-scrolling beat 'em up with lots of bombastic visuals and high-pitched screaming. In other words, it's crap. *Power Rangers Zeo* will no doubt sell loads, but it doesn't deserve to. For drooling window-lickers and mindless Power Rangers fans only.



THESE COPS ARE ANIMALS



PlayStation.



'... there's lots to
recommend about Firo & Kland'
MEAN MACHINES PSX

85%
C&VG

Police Force? More like Police farce if you ask me.

Playstation and the Playstation logo are trademarks of Sony Computer Entertainment Inc. Developed by Interactive Studios Limited. Distributed by BMG Interactive.

BMG
INTERACTIVE

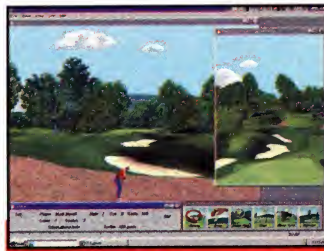
INTERACTIVE
STUDIOS LIMITED



Even the golfer is made out of polygons – he's even got a rip in his polygon Pringle!



Modelled in full texture-mapped 3D, moving 'live' as the camera follows the ball.



The Prince Course, Hawaii; and Pete Dye Golf Club in West Virginia are featured.

Out in front

For many people, golf is a game that ruins a good walk, but Sierra think there's room for improvement.

IF YOUR IDEA OF A GOOD WEEKEND IS A FLAT CAP on your head, a four iron in your hand while sporting a big pair of tartan trousers, then Sierra's *Front Page Sports Golf* might be right up your fairway.

FPS Golf looks like it could become the definitive golfing sim on the PC, with first glimpses displaying its gorgeous graphics and two full courses showing off its beautiful texture-mapped polygons. Full light-sourcing and gouraud shading add even more polish, but the beauty of this game is that its strengths lie not only in the way it looks, but in the way that it plays.

Sierra claim that the ball flight model will be the best ever seen, and this game will also show off their TrueSwing™ control system for the very first time. This new system will allow direct control of the club, with only a mouse at your fingertips.

Expect more innovative features to be announced nearer release, and data disks, with more courses, will be available sometime after the game's initial February roll-out.

Net surfing golfers go to <http://www.sierra.com/entertainment/golf/> for further insight. **Z**

Rift develops at Hypnotic

THE EX-3D REALMS EMPLOYEES WHO LEFT TO FORM Hypnotic Interactive are currently working flat out to finish their first project; an iD-sanctioned *Quake* add-on pack entitled *The Rift*.

Those of you who argue that the world isn't interested in yet another bolt-on for *Quake* should first cast a glance at what *The Rift* has to offer: 15 new single-player levels, one level exclusively made for deathmatch play; two new monsters (plus an end-of-level boss); three new weapons and three new power-ups! Not only that, but Hypnotic are also working on a deal with Virgin Records to license a number of music tracks from a selection of credible techno/alternative artists, such as

the Chemical Brothers (who are rumoured as featuring heavily).

As *PC Zone* went to press, a UK distributor for *The Rift* had still to be confirmed. GT Interactive could be filling suitcases full of money as we speak... **Z**



Attempting to make a more interactive environment, without moving away from the pure action of *Quake*.

It's an odd, odd world

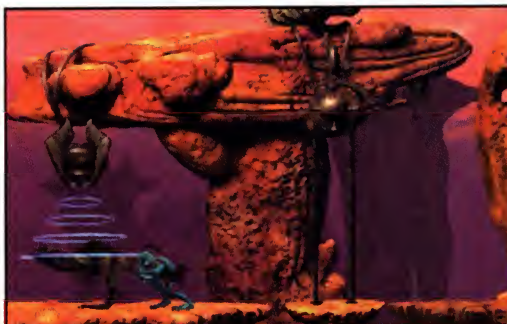
GT Interactive's Next Big Thing goes by the name of *Soul Storm*. What's it all about? Damned if we know....

DESCRIBED AS A "FUSION OF GAMES AND classical storytelling", GT Interactive's *Soul Storm*, developed by Odd World, is... well, we don't really know. Details are sketchy, but the game is primarily an RPG with a bit of everything else thrown in. Early shots give little away – if they were taken at face value you'd think, *Shadow of the Beast*, but it isn't that simple.

An engine called StoryDwelling takes the player on an adventuring trail that changes every time you play the game. All the staple elements of a good RPG look likely to be featured, including the obligatory army of monsters. Lots of different weapons, all of them completely over-the-top, are also promised (which is a blessed relief).

The story? Well, I won't go into that, but Odd World still have some time to make some sense out

of *Soul Storm*. It sounds like it really could be big, but it also sounds a little bit confused. **Z**



Inspiring conceptual artwork. I don't know who the hell Odd World are, but they've got some good artists on their books.

Dispatches

WILBUR QUILTS ID

On November 6th it was announced to a stunned software industry that Todd Hollenshead had been appointed successor to Jay Wilbur as CEO at iD Software. After five years piloting the highest flying development team in the world, Jay Wilbur recently announced that he would be transitioning into the role of full-time dad. "I truly believe I have had one of the coolest jobs available to mankind and I want to thank all of you for making my work a fun-filled adventure. But the time has come to turn off my laptop in order to devote more of my time to a different fun-filled adventure – father of two."

Hollenshead, an experienced financial wizard who has worked closely with iD for a number of years, now has a job on his hands to steady the rocking iD boat, and to quash rumours that the company is in trouble.

"I know the industry and I know their corporate style," said a confident Hollenshead of iD. Which is fine, but we'd like to find out if he'd know a good game if he saw one. But who are we to judge?

Quake 2, as reported last issue, is on its way soon, and as its technology isn't more than a slight re-working of the original *Quake* engine it could go either way.

iD Software's Web site is located at <http://www.idgames.com>, but the best place to look for up-to-date *Quake* info is <http://www.stomped.com>.

EA SIGN FIRAXIS

Newly-formed Firaxis Software have announced an exclusive publishing agreement with Electronic Arts. Firaxis, a software development company led by Sid Meier, Jeff Briggs, and Brian Reynolds (formerly of MicroProse), will develop original software games that will be published exclusively by Electronic Arts under its Origin Systems label.

Firaxis Software was founded in June of 1996 by three of the best known developers in the industry, Meier, Briggs, and Reynolds who are known for such titles as *Civilization*, *Colonization*, *Railroad Tycoon*, *F117A Stealth Fighter*, to name but a few.

In addition to the publishing agreement, Electronic Arts made an equity investment in Firaxis giving them a minority stake in the new company. "The equity investment allows us to operate independently, but with a welcome sense of security," said Jeffery L. Briggs, Firaxis president. The details of the financial arrangements were not disclosed.

Prospective fans keep an eye on <http://www.firaxis.com/>, or watch this space for further announcements.

AND VIRGIN SIGN SIR-TECH

Sir-Tech have been making computer games for over 16 years now and have been published by a number of different companies during that period. Now signed up to Virgin Interactive Entertainment, Sir-Tech have announced three new titles to come out before Christmas.

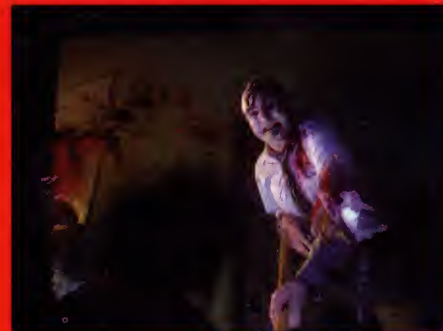
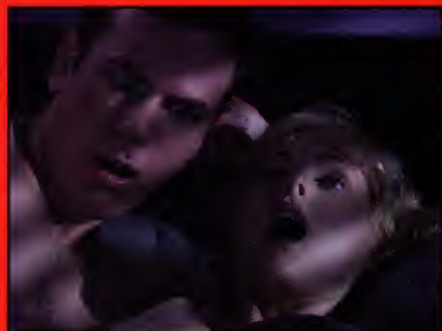
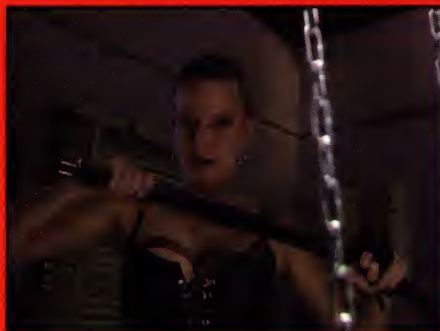
Nemesis is a pre-rendered RPG adventure, which looks okay in a quirky kinda retro way. *Wizardry Gold* is a hi-res, re-vamped version of *Wizardry VII* (not *VIII*, so don't be fooled) which also looks okay in a quirky kinda retro way. The pseudo sequel to *Jagged Alliance*, *Deadly Games*, is their best bet though, as it now has network/modem support and loads of new features and stuff.

<http://www.sir-tech.com> for more info. Full reviews next month. Deffo.

HOTSHOTS

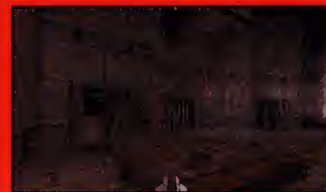
PHANTASMAGORIA 2: A PUZZLE OF FLESH (SIERRA ON-LINE)

Notorious for being absolutely awful (and not, as many people think, for the game's high gore quotient), the original *Phantasmagoria* came in for a bit of a panning last year when it arrived for review. *A Puzzle of Flesh*, its ultra kinky sequel, promises to really deliver the goods this time around, with less namby-pambyness and more action to hold the interest. Slime, exploding heads and foxy ladies dressed in rubber... check out these new shots!



HEXEN 2 (RAVEN)

Touched upon last month, Raven's *Hexen 2*, as you can see from these newly released screenshots, looks darker and scarier than a night out with The Sisters of Mercy. As previously reported, *Hexen 2* will use an advanced version of the *Quake* engine to spin the room around, mixing the very best in atmospherics with complex map designs. Oh, and tights. *Hexen 2* should be for *Hexen* what *Quake* was for *Doom*, so expect great things from Raven.



ECSTATICA 2 (PSYGNOSIS)

Andrew Spencer's original *Ecstatica* won many hearts with its over-the-top theatrics and treacly black humour – ours included – so it is with open arms that we embrace *Ecstatica 2*. Promising more ellipsoid fun and frolics with cloven-hoofed beasts and a sadistic adult storyline, *Ecstatica 2* is not only beautifully rendered in crispy high-res, but should also be much more challenging than its piss-easy predecessor. These latest shots should be enough to stir the loins...



Sex and Drugs and Rock and Roll

It's all in a-Life



creatures™



Out now for Win'95
RRP. £34.99

Website:

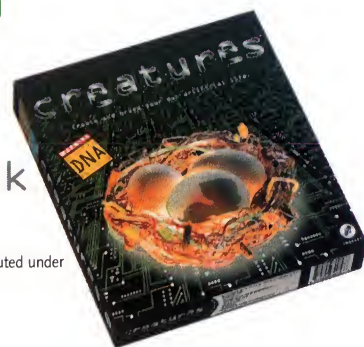
<http://www.cyberlife.co.uk>

CyberLife®

MILLENNIUM  INTERACTIVE

 **WARNER
INTERACTIVE**

© 1996 Millennium Interactive Ltd. CyberLife® is a registered trademark of Millennium Interactive Ltd. Published and distributed under exclusive licence from Millennium Interactive Ltd by Warner Interactive. A Time Warner Company.





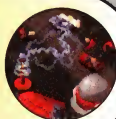
PC ZONE

our price

Welcome to *PC Zone's* very own version of *The Chart Show*, sponsored by Our Price. Each month it'll feature the titles that we think will be flying off the shelves in the coming weeks, and it will also play host to exclusive news and competitions.

1

COMMAND & CONQUER (RED ALERT)
(Virgin)
£32.99



6

FIFA '97
(Electronic Arts)
£34.99



2

TOMB RAIDER
(Eidos Interactive)
£34.99



7

USM2
(Sierra)
£29.99



3

SCREAMER 2
(Virgin)
£29.99



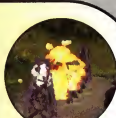
8

QUAKE
(GT Interactive)
£29.99



4

SWIV 3D
(plus exclusive XS demo)
(SCI)
£29.99



9

DARK FORCES
(Virgin)
£14.99



5

SYNDICATE WARS
(Electronic Arts)
£34.99



10

TIE FIGHTERS COLLECTORS
(Virgin)
£14.99



With Christmas now in full swing, we've got more great gift ideas from Our Price. Just check out the countdown of the Top 10 selling PC CD-ROM titles and think of all those people still on your Christmas list! And don't forget, every month we give you a chance to win all 10 games.

It's also worth taking advantage of some special Christmas offers and promotions in your local store. Several of the games in the Our Price chart have some excellent deals on offer, but only while stocks last, so don't hang about! This month, *SWIV 3D* has an exclusive one-level demo of 'XS' and *Ultimate Soccer Manager 2* has the added attraction of a free Fantasy Football Diary. If it's *Tomb Raider* you're after, check out the special Our Price competition on page 32 and you could win a night out with Lara Croft, plus some great runners-up prizes!


To take part in this month's Our Price Top 10 prize giveaway, put pen to paper and answer the question below. Good luck! Send your entries to the usual address.

OUR PRICE QUESTION: Which two game titles are based on the film Star Wars?

Rules & Restrictions: All entries must be received by 20 December 1996. No correspondence will be entered into – if you ring us up we'll subject you to vitriolic abuse before bunging you into the lions' cage at London Zoo. The Editor's decision is final and the winners will be notified by post. All other usual restrictions apply, so don't even think about it, okay?

WATCH THIS SPACE FOR MORE NEWS FROM OUR PRICE NEXT MONTH!

DISCLAIMER: The Top 10 printed is correct at the time of going to press but positions, titles and prices may vary throughout the month.



Don't say you
haven't thought
about it.



SEGATM PC

Arcade quality games from Sega now on PC CD-ROM.

DAYTONATM
USA



The excuse you've been waiting for.

DAYTONATM USA is available from Electronics Boutique, Game, HMV, PC World, Toys 'R' Us, Virgin & other major software stockists. A bumper-crunching bargain at only £39.99. Web site: <http://www.sega-europe.com>
Minimum hardware requirements: Pentium® 90MHz and Windows '95. DAYTONATM USA is registered trademark of the International Speedway Corporation and is used under licence from DAYTONA Properties. Sega is a trademark of SEGA ENTERPRISES, LTD.



WIN! WIN! WIN!

A night out with Lara Croft!

LAST MONTH'S COVER GIRL seemed to go down a storm if the letters and e-mail we've been receiving are anything to go by. To

celebrate just how fantastic a game *Tomb Raider* is, we've persuaded EIDOS and OurPrice to let us borrow the lovely Lara for an evening and send her out on the town with one lucky reader.

All you have to do to win a night out with Lara is answer the simple question below, cut out the coupon and send it to the address shown by Friday 20th December 1996.

All the correct entries will automatically be entered into our prize draw and the first one pulled out of Lara's rucksack will win an all expenses night out in the capital. Ten runners-up will walk away with a copy of the game.



**TOMB
RAIDER**

EIDOS
INTERACTIVE

our price

Answer the simple multiple choice question, fill in your details in the space below and send your entry to the address shown. All usual restrictions apply and the Editor's decision is final.

Cut out this coupon and send it to:

PC Zone/Tomb Raider Compo, PC Zone/CPZ71A Customer Interface, Bradley Pavillions, Bradley Stoke North, Bristol BS12 0BQ

QUESTION:

Who developed *Tomb Raider* for publisher EIDOS?
Was it... **A)** Core Design **B)** Boring Design **C)** Nintendo

NAME:

ADDRESS:

POSTCODE:

DAYTIME TELEPHONE NUMBER:

RULES: All entries to be received by 20th December 1996. The Editor's decision is final. Ten runners-up get a copy of *Tomb Raider*. No correspondence will be entered into. Repeat entries will result in disqualification. There is no cash alternative. Proof of posting will not be accepted as proof of receipt. Persons involved in this promotion and execution of the draw, employees of Dennis Publishing, OurPrice and EIDOS are not eligible for entry.



RED LOADED



Are you?... You should be

A huge slice of 3D blast 'em up action, now on PC.



"D" and "PlayStation" are trademarks of Sony Computer Entertainment Inc. © 1996 Gremlin Interactive Ltd.
All rights reserved. Gremlin Interactive Limited, Carver House, 2-4 Carver Street, Sheffield S1 4FS, England.
Tel: (0114) 279 9020 Fax: (0114) 276 8581. Website: <http://www.gremlin.com> Screenshots from PlayStation version.





THEY SAY A MAN'S
BEST FRIEND
IS HIS DOG



WELL, HE'S JUST
BEEN REPLACED
BY A MOUSE





THE MOST AMBITIOUS COMPUTER GAME EVER DEvised:

- THE LARGEST WORLD EVER CREATED FOR A COMPUTER ROLE-PLAYING GAME •
- Dozens of SEPARATE ENDINGS COMPLETELY DEPENDANT UPON PLAYERS ACTIONS •
 - OVER 30,000 SQUARE MILES OF TERRITORY TO EXPLORE •
- COMPLETE FREEDOM OF MOVEMENT WITHIN A TRUE 3D TEXTURE MAPPED ENVIRONMENT •
 - SOPHISTICATED ARTIFICIAL INTELLIGENCE •
 - TENS OF THOUSANDS OF UNIQUE DUNGEONS & CITIES •
 - SCORES OF FULLY RENDERED MONSTERS & HUMAN OPPONENTS •

www.vie.co.uk/vie • www.bethsoft.com

ALSO AVAILABLE: THE DAGGERFALL CHRONICLES HINT BOOK. JUST £10 PLUS £2.50 P&P.
CALL 01373 453888 BETWEEN 9.30AM & 5.30PM MONDAY TO SATURDAY.

BETHESDA SOFTWARE™

HUNDREDS OF HOURS OF PURE GAMEPLAY

At home with... Virtual Studios

Virtual Studios are one of the few independent companies who have been developing for 3D accelerator cards from the start. **Jeremy Wells** went to see what they'd come up with.

WHEN YOU WALK THROUGH THE DOOR AT VIRTUAL Studios HQ in sunny Barnes, south-west London, you can't help but notice the rather crudely constructed VR head set sitting in the corner. It looks like some kind of cyber-genetic offspring that's the result of a bizarre love pact between 'The Bitch' in 'Alien' and a Hoover. As well as looking a right berk if you tried to put it on, you'd probably get a severe case of the 'John Merricks' if you actually tried to put it on your head, it looks so heavy.

Ian Capon, founder of Virtual Studios, tracks my gaze and feels he has to comment: "Virtual Studios' background is in virtual technology. Back in the early '90s we were pioneering the first commercial applications of virtual worlds and networked virtual realities. We've always been really keen to develop for new technologies, that's why we're so excited about Melt."

Blimey! Just in case you didn't know, *Melt* is just one of the new releases the Virtual Studios team are working on at the moment. Essentially, it's another 3D shoot 'em-cum-explore 'em up, but it features music from every sixth former's favourite Iron Maiden and stars Eddie, the Maiden's very own walkin', talkin' skeletal layabout (the one who looks like Iggy Pop on a good day)

Melt (Starring Eddie)

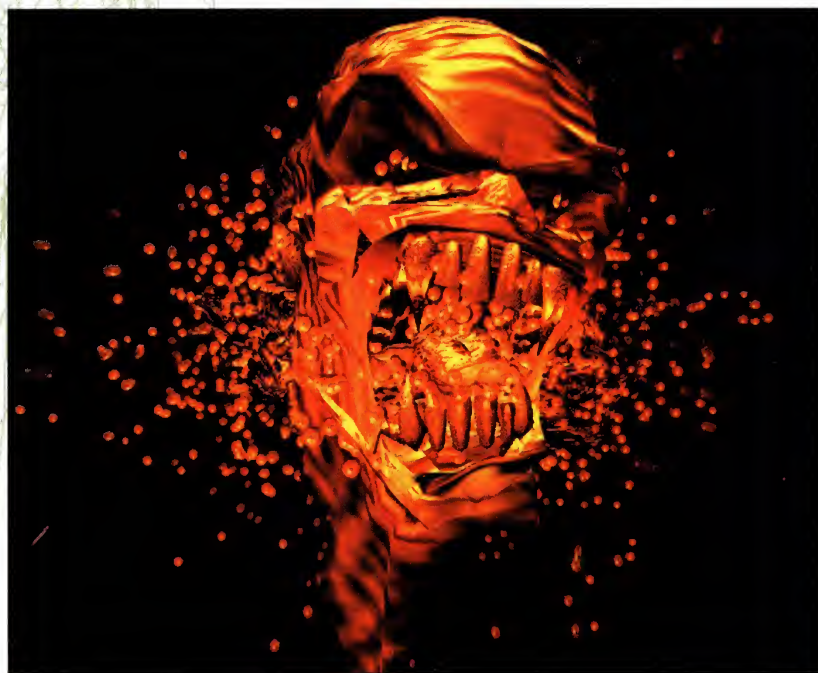
Melt is the first game to use VS's new 3D technology. At its simplest level, it's a 3D shoot 'em/explore 'em up set on different planets and in different eras. The ultimate aim for the player is to find and kill Eddie, an evil artificial life form. His life has been coded into 11 separate capsules or 'PODS' which have been scattered throughout time. The player must extinguish these energy 'PODS' and kill Eddie before the time limit (set by the player) runs out. The game encompasses 15 different worlds, spans five million years and features over 30 fully animated, texture-mapped, polygonal characters. You can turn the Iron Maiden soundtrack off if you want. It's out in January.



(Right) The Virtual Studios team smile for the camera outside their plush offices next to the river.



as the anti-hero. Before you Burt Bacarachites hastily turn the page, let me explain that although Eddie does appear in the game, you a) do get to shoot him and b) he doesn't actually appear that much. The same applies for Iron Maiden themselves. Although the game features certain edited





highlights of certain Maiden (classic) tracks, they only kick in when you're about to die or are running out of time on a certain level. As a result, you'll only have to bear (or enjoy, if you're a Maiden fan) just a few seconds (well, up to half a minute tops) of thrash guitar, thumping bass and heavy drums. Well, that's what the guys at Virtual Studios reckon - only one of them confessed to being a closet Maiden fan, and after the ribbing he got from everyone in the room he probably went home that night and played *Tron* with his entire collection in an effort to vindicate himself to the rest of mankind. If 30 seconds is still too much (make it stop! make it stop!!), then you can opt to switch off the music altogether - a feature that will no doubt come in very handy.

(Right) The team try and look busy for the camera while *Surreal* runs away in the foreground.



Make it faster!!

Being such ardent pioneers of cutting edge VR technology, it's no surprise that Virtual are embracing the 3D accelerator trend with such gusto and enthusiasm. "Finally, technology has got to the level where we can generate a detailed 3D environment that the user can explore on his machine at home," gushes Ian. "It would just not be possible to deliver the performance required for *Melt* without the new technologies offered within Windows 95 and DirectX."

Blimey! "*Melt* will work with any DirectX-compliant video card or Direct3D compatible accelerator. In our opinion, the best cards are 3Dfx, 3D Labs Permedia, Power VR and Rendition."

So they all work, but which is the best seems the next obvious question. Before Ian can compose a well-rehearsed and diplomatic answer, co-founder Peter Williams chips in. "Well, to start with, some of the cards we were getting in were more like decelerator cards, they were so slow! You'd be better off with the standard card in your machine."

"But they're all much better now, of course," re-affirms Ian, keen to change the subject.

"Yeah," admits Pete. "It was basically down to the drivers and testing. We've worked very closely with all the manufacturers and just as we've helped them, they've helped us. The good thing is that because we've been working with this new technology for so long now, we're further ahead than many other developers. Being involved from the beginning and working alongside people like 3Dfx, Creative Labs and VideoLogic have given us a real head start. Something we're keen to capitalise on with our next release."

The Windows test

While Pete is shuffled out of the room before he says anything else even slightly libellous, Ian proceeds to show me *Melt* running on a couple of different cards, under MMX and then in plain old VGA on a standard machine. Graphically, the differences in smoothness and clarity are pretty astounding. The accelerated versions nip along at a stunningly high res at God knows how many fps and look totally lush. The MMX version isn't quite as impressive, because some of the effects such as transparency aren't there, but it's essentially pretty decent and manages an acceptable frame rate in SVGA. The standard VGA version is smooth enough, but after seeing the game running at such high res and so smoothly, it's pretty disappointing - just too blocky and, well, raw.

Ian spots the look on my face and offers some words of encouragement.

"Basically, what you've seen here is a demonstration of our technology and the 3D engine we've developed. *Melt* is the first release to use our Total 3D engine along with our ACAS [Advanced Character Animation System]. We're also using a new, enhanced version of the engine for our next release, *Surreal*. Wait 'till you see that."

I'm led outside, through the car park and up a twisty spiral stair



case to another part of the building. "This is where we're developing *Surreal*. Poke your head around the door and take a look."

In a corner of the office some chap is sitting hunched over a PC on which is running a detailed high-res *Tomb Raider*-style game. It looks awesome. The guy must hear my jaw drop to the ground, because he turns round. "Hi! What's this?"

"We haven't really got a name for it yet," he says, "but we call it *Surreal*."

"Looks pretty smart. When's it out?" The standard games journalist question leaps automatically from my lips.

"Not 'till spring/summer 1997. This version uses the *Melt* engine. We're currently developing the new 3D engine and working on the characters."

He proceeds to show me an example of some of the planned 50 characters that will appear in the game. They're all extremely detailed and in very hi-res.

"Is this in-game stuff?" I proffer.

"Yep. We're trying to get as much detail in the characters as possible and really get the most out of our engine. The whole 3D world will be just as detailed. We're pushing the current technology to the limits."

"What about facial expressions?"

"We're working on that at the moment. It's not that hard to do. Just a matter of swapping the textures on the faces."

"Smart!"

"Yeah!"

Blimey! **Z**

Surreal

Surreal uses a next-generation 3D engine and looks totally fab. It would be prudent to mention *Mario 64* here, but the chaps at Virtual feel that this is a poor comparison to make: "It's just full of mistakes, sometimes the camera work is just so awful. We're treating the camera as a third person. So far it works really well and it will look fantastic." There's nothing to be seen as far as gameplay is concerned, but it will no doubt be some kind of 3D explore 'em up type thing, populated with extremely detailed characters in a very detailed player environment. Wait and see. But make sure you've got a 3D accelerator card in your PC before you even think about what it'll be like to play.



A + M + O + K TM



THE 47 YEAR WAR IS OVER.

FOR THE BUREAU IT ENDED TOO SOON. HAVING PROFITED HEAVILY FROM THE HOSTILITIES THAT HAVE NOW ENDED THE BUREAU IS DESPERATE TO PROVOKE A NEW CONFLICT. TO DO SO THEY HAVE HIRED YOU TO PILOT A MODIFIED BATTLE WALKER/SUB CALLED THE SLAMBIRD. AMOK WILL HAVE YOU IMMERSED IN A 3D NIGHTMARE IN WHICH YOU MUST DEMOLISH BUILDINGS, BLOW UP ARMY BASES AND SINK UNDERWATER BUNKERS TO DESTROY PEACE. THE BUREAU NEEDS YOU TO START A WAR!

- ⦿ Ground breaking PC CD action from Scavenger
- ⦿ True 3D movement
- ⦿ Advanced colour palettes and fogging technology generate the most realistic underwater and ground battles
- ⦿ Superior 3D sprite engine
- ⦿ Unique Amok missions, each with a new storyline and objectives
- ⦿ 3 camera views
- ⦿ Numerous weapons
- ⦿ 3 different environments - industrial, underwater and tunnels
- ⦿ Outstanding audio
- ⦿ Superior graphics

GT Interactive Software (Europe) Ltd. The Old Grammar School (Home Of The Hits), 248 Marylebone Road, London NW1 6JT.
• <http://www.gtinteractive.com>

Amok™ © 1996 Scavenger Inc. All Rights Reserved. Created and Published By Scavenger. Distributed by GT Interactive Software Corp. GT™ and the GT Logo™ are the trademarks of GT Interactive Software Corp. Windows is a trademark of Microsoft Corporation. All other trademarks are the copyright of their respective companies.

PAY
HEED TO
THE PROFITS
OF WAR



WINDOWS 95
& DOS 6.0

City of the Lost



"You're going to France," we told Chris Anderson. "No way, you can't make me, there's lots of French people over there," he screamed, before we hit him over the head with a big club and chucked him on a plane.

AS IT HAPPENS, I SAW THIS TRIP as a golden opportunity to answer many burning questions that have been sitting annoyingly at the back of my mind for a while now. Namely, what on earth is *City Of The Lost Children* all about? We'd seen a few screen shots of it and it looked decidedly sumptuous, yet Psygnosis weren't exactly banging our doors down looking for coverage of the product. Also, the game was inspired by a 'cult' French movie of the same name. What the hell was that all about then? How come we didn't know anything about this film? ('Cos you're all a bunch of uncultured cretins - Ed.) Oh. Thanks. And then, of course, there was the issue that has had PC Zone journalists and readers alike up in arms for the last two years: the French, are they really as weird as

they seem to be? Are they really the nation of plot-losing, onion-eating buffoons that we take them for, or are they actually really really nice people, as friendly and normal as you like and not in the slightest bit weird at all? All perfectly valid reasons for my taking a trip to France, I'm sure you'll agree. I had to get to the bottom of all these perplexing mysteries. The fact I would have to take a day off to do it and spend lunch in a beautiful French restaurant in Paris had absolutely nothing to do with it whatsoever, and anyone who says different is a dirty no-good low-down liar with nothing better to do with their time than to accuse hard-working journalists like myself of free-loading when



(Au-dessus) Trois personnes dans une chambre très dark.

(À gauche) Sur le pont d'Avignon, ou quelquechose comme ça...

all I'm trying to do is travel the world, all expenses paid (including lots of free beer, obviously), in the interests of investigative journalism. (Chris is a free-loading son-of-a-bitch - Ed.) BASTARD. Anyway, during the course of my investigate trip, I got to the bottom of all these puzzles. Let's start by taking a look at the movie.

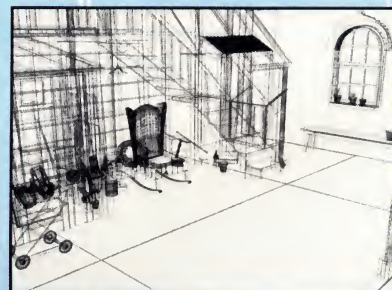
Une movie une peu cultée

'City Of The Lost Children', the movie that inspired Psygnosis France to produce the adventure you're reading about on these pages, is a very big cult

(Right) Hmm...looks a bit sketchy.

(Centre right) Well, that's a bit better but not quite...

(Bottom right) Ahhhh...that's much better. Yes, we like that.



(À gauche) la fille Miette, motion-capturée.

Children



Product details

Developer: Psygnosis France

Publisher: Psygnosis

Telephone: 0151 282 3000

Format: CD-ROM

Release date: February

movie in France. Directed and produced by Jean-Pierre Jeunet and Marc Caro, the same team that brought us 'Delicatessen' (a seriously weird but hugely entertaining film), 'Lost Children' is rapidly gaining a cult following in the UK too. The Psygnosis team first became interested in making the game when they went to see the making of the movie and were taken aback by the incredibly detailed and eye-catching sets used. Marc Caro, the Art Editor on the movie, agreed to help Psygnosis reproduce the sets on computer, and so the game was born.

I saw a very late beta of the game while I was in Paris, and it looks absolutely gorgeous. The team are understandably chuffed with their progress, and in particular, the authenticity of the film's universe which they believe they have replicated exactly on PC.

(Au dessus) Une autre chambre très, très dark.

(Top right) I feel... I feel empty, shallow, nothing but an embryonic glint in a graphic artist's eye.

(Right) Oh. Oh, my God. Wh... What happened? Why this is wonderful... etc.

(Below) The movie that inspired the game that will probably inspire something else. The Diver, One and the Octopus are all characters from the movie that feature in the game.

Carol Faure, the game's producer, is confident that they have justified the use of a film licence perfectly: "We could, of course, have done a platform game, but how original is that? We thought an adventure game would be the perfect vehicle to showcase the universe as it's seen in the movie. If you've seen the film, you'll recognise a great many of the in-game characters immediately. However, although we've reproduced the universe very well indeed, *City Of Lost Children* stands up as a computer game in its own right, with the general plot and story-line being very different to that used in the movie". Speaking of story-lines...

Une tale très interestementique

You may have guessed from the title of the game that it's all about children, in a city, who've managed to get lost. Actually, that's not quite true. They're not lost at all, they've been KIDNAPPED. Apparently, a fanatical sect of blind cyclopes are running around the place, swiping all the tots, and selling them to a loony-tune scientist called Krantz (don't ask me how they capture all the kids if they're blind. I don't know. They just do). This Krantz chap reckons himself to be a perfect individual in every way (I wonder if he's got blond hair and blue eyes, and a little moustache?) except for the fact that he can't dream. So, he steals the dreams of the children in order to halt his premature ageing process.

You play Miette, a ten-year-old girl living under the influence of the evil Octopus, a pair of Siamese twins who govern her and force her to steal on their behalf. Your ultimate objective is obviously to rescue the children from Krantz's clutches, while at the same time freeing yourself from the influence of the Siamese twins.

The gameplay is pretty much what you'd expect from a point-and-click adventure, except, of course, the graphics are absolutely gorgeous,



and the rich and engrossing plot from the movie makes for a very interesting adventure indeed. The first thing that sprang to my mind when I saw the game was 'hmmm, this looks a bit like *Alone In The Dark*, except with better graphics'. This is no bad thing so long as the programmers and artists expand on the *AITD* experience, as opposed to just lifting the whole idea from the original. I asked the programmers what they thought *Lost Children* brought to an already overcrowded adventure genre...

Programmeurs avec les doigts de nicotine

At this point I was locked in a room with two French Programmers. One of them, Jesus Martinez (yes, Jesus, it was really him, I met him, he had a beard and everything) was sitting quietly in a corner of the room. The other one, Eric Metens, could barely hide his enthusiasm for the project, and went out of his way to impress on me that they had indeed taken *AITD* and made it much better. Over to Eric: »





Le interviewe confusement

One of the truly impressive elements of *City Of The Lost Children* is the gorgeous graphics used throughout the game. I cornered Laurent Cluzel and Philippe Tesson, the two designers on the project, and asked them what I innocently thought to be pertinent questions. Unfortunately, it all went a bit, er, shaped *comme une poire* at the end.

PCZ: It's an adventure game. Without FMV. Pourquoi?

LC: We didn't want to make an interactive movie. You can do so much more with computer art and, of course, an imagination.

PCZ: I assume you've seen the movie. What did you think of it?

LC: I think I'd seen too much of it while it was being made. It kind of ruined it for me.

PT: I preferred 'Delicatessen' actually.

PCZ: What inspired you to create the artwork for *Lost Children*?

LC: AITD to a certain extent, and obviously the movie, but we tried to give the game a graphical style of its own. I think we succeeded. Non?

PCZ: Oui. Why is it that French graphic artists are so much better than their European, Japanese and American counterparts.

LC: Well, to start with, you can include Belgians in that generalisation, or French-speaking people if you like. Generally, it's been the case through history that French artists display a certain flare which I think their computer-based counterparts have inherited. I wouldn't necessarily say we're 'better' though, just quite different in our approach, whereas the Japanese and Americans all have one style which they stick to.

PCZ: If you were a video game character, who would you be?

PT: Pacman, definitely. He represents true gameplay [does mad chomping noise repeatedly].

LC: An elvin character, sort of Nordic (???) and with wings. Yes, wings would be nice.

PCZ: Quite. French people have a reputation for being a little, er, weird. Are you weird?

LC: I think it helps to be a little weird if you're

creating computer game imagery, so yes, I probably am.

PT: Me too. But I think English people are weird as well. I once ordered a steak in London and it had a pineapple on it. Can you imagine? A steak with a pineapple on top [I tried to explain at this point that he'd probably ordered a gammon steak, but by then, all the French people in the office had launched into an incensed rant about the offending pineapple and wouldn't shut up for ages!!].

PCZ: Look, forget the bloody pineapple, just forget it, okay? Let's all calm down and talk about something else. Laurent, you have 85 different game machines. Are you mad?

LC: Perhaps I *am* mad. But then I think these machines are a part of video-gaming history and need to be preserved. I think the gods speak to me and tell me to keep these machines for my personal museum.

PCZ: ??????????

PT: I don't think he's mad. We need to save these machines. Perhaps the gods *do* speak to him.

PCZ: Bloody hell.

LC: Would you like to see these machines?

PT: And I've got a TinTin collection. Would you like to see that too? Hello? Chris? Where's he gone?

LE TRANSLATIONE HUMOREUREMENT

Top tip, never get a French person to write an English press release. NEVER. Especially for a game where children are involved. For example, the press release for *Lost Children* tries to explain the motion-capture system used in the game thus so: [verbatim]

"Psygnosis has achieved a world premiere: the shooting of a scene in Optical Motion Capture with three characters simultaneously interfering with each other."

Comedy 'interfering, interacting' mix-up that could have gone horribly wrong if it ever went public and no mistake.

Extended and sincere thanks to Mark Blewitt from Psygnosis, Carole Faure for having taken time to see me when she was up to her eyes in it, Benoit Lavie for arranging all the materials I needed, and all the guys and gals at Psygnosis France (especially Laurent and Philippe, two genuinely nice guys who put up with an annoying English journalist).



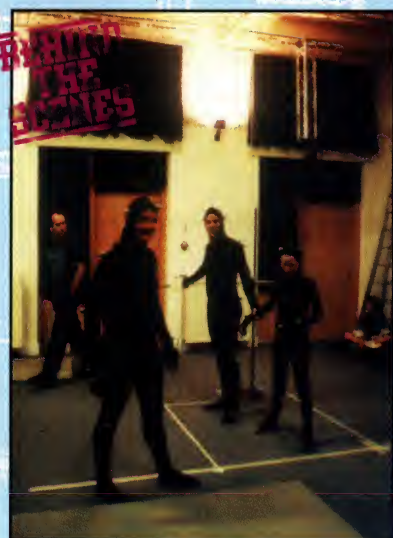
Classic, arty 'Psygnosis France on interesting stairway' pic.



Philippe proudly displays his Tintin collection.



Laurent has 85 games machines, and he plays with all of them. At the same time.



(Left) It's a bloke with big balls. Er, all over him. (He's being motion-captured you idiot - Ed.)

"We've taken the AITD technique and improved on it by using real-time light-sourcing and reflection. Also, whereas most game developers use motion-capture for cut-scenes, we've used it for the whole game. But really the light-sourcing is quite spectacular, with lights going on and off and reflecting




(Right) Check out the scenery. This game is gorgeous.

the shadows of the in-game characters".

And he's not joking either. The animation for Miette is really quite stunning, with every aspect of her character being motion-captured (right down to the pleats on her skirt!!). Eric continues: "Another innovation is the use of a movie universe. AITD is quite atmospheric but *Lost Children* is even more so, with dark backgrounds and classical music setting the scene."

Of course, being a PC Zone reader, you won't have to risk spending 40-odd quid on the game to find out whether it meets expectations or not, because I'm going to review it for you next month. This will obviously mean another, lengthier trip to Paris so I can... (Not on your nelly - Ed.) Oh pleeease. (No, bog off - Ed.) Bastard. See you all next month. **Z**



**A frenzied
global war
rages. The
critical year
is 6225BC. Are
you dedicated
to the annihilation
of your enemies?**

HIGHLY MANOEUVRABLE ADVANCED VECTOR CRAFT •
MULTI-VIEW COCKPIT
MULTI-FUNCTION DISPLAY

3D MISSION WORLD •

FLIGHT SIM STYLE COCKPIT •

MULTIPLE MISSIONS WITH •
SEPARATE OBJECTIVES

MULTIPLE WEAPON UPGRADES •
CHAIN GUN TO MISSILE LAUNCHERS

DISCOVER THE HIDDEN ORION •
SUPER WEAPONS

GROUND ATTACK TROOPS, MECHANISED •
ATTACK UNITS AND PYRAMID CITIES

UNDERGROUND DEFENCE TUNNELS •

FULL MISSION BRIEFINGS: •
LEARN OBJECTIVES AND
CAMPAIGN TACTICS

PRESET IN-FLIGHT COMBAT MANOEUVRES •
FOR ENHANCED GAMEPLAY

**A TRUE 3D RUSH INTO
A GALACTIC BATTLE
FOR SUPREMACY.**

SAND WARRIORS

THE BATTLE FOR THE SUN THRONE



**PC
CD
rom**



POWER



AN OFFICIAL PRODUCT OF THE FIA FORMULA ONE CHAMPIONSHIP
LICENSED BY FOCA TO FUJI TELEVISION
COPYRIGHT & PUBLISHED 1996 EIDOS INTERACTIVE LTD. ALL RIGHTS RESERVED.

F1



it's time to burn!!!



RELEASED DECEMBER 1996

AN OFFICIAL PRODUCT OF THE FIA FORMULA ONE CHAMPIONSHIP
INCLUDES 1995 SEASON DATA & SPLIT-SCREEN MODE EIDOS INTERACTIVE

FIFA Soccer Manager

Life is full of surprises. Manchester United get humiliated in four games in succession. Electronic Arts are doing a football management game. And Patrick McCarthy gets regular work.



(Above) The field of dreams. You can upgrade your stadium and it actually changes graphically. Wow!

(Above left) Maybe that's just a bit too attacking for Arsenal – better get everyone but Wright back.

(Below) Buying and selling players will obviously take up a large part of the game.

(Below left) The game features over 7500 players, each with 29 stats. Statto heaven.

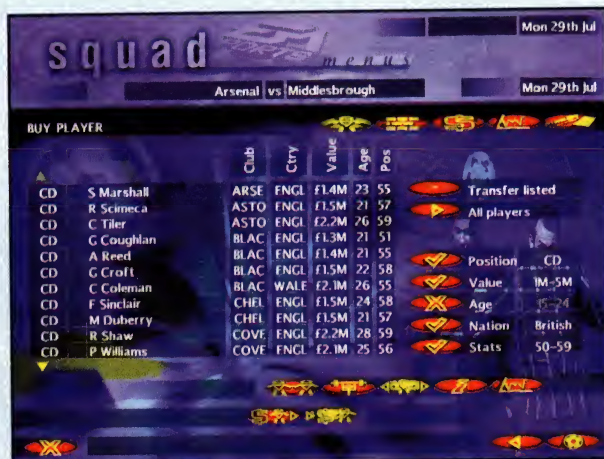
IT'S USUALLY BIG NEWS WHEN EA launch themselves into a game genre they've never tried before. If you take any major sport and look around on the various games platforms, you'll usually find that EA's game is the best in the genre – particularly if it's a sport Americans have a strong interest in. Okay, so their interactive small-country-in-

Central America blockading game needs work, but generally they're right on the button:

American football; basketball; golf; ice hockey; budgerigar wrestling... (By the way, whatever happened to Earl Weaver Baseball? A mate of mine and I lost months of our lives playing that...)



Anyway, when they asked us if we wanted an early look at their football management game because we're the nicest people they know, naturally our interest was piqued. Let's face it, if they do something, they usually go for it full-on, but anyone who's bringing out a new football management game at the moment is basically going to be playing catch-up with the chaps at EIDOS, who have a little number called *Championship Manager 2* to contend with. In football management game terms, it's a bit like bringing out a challenger to *Quake*. What you might call a daunting prospect.



Product details

Developer: Electronic Arts

Publisher: Electronic Arts

Telephone: 01753 549442

Format: CD-ROM

Release date: Spring 1997

Early doors...

At the moment, the game is still very much in development – it's not due for release until next February or so, and although a lot of work has been done, there are several more features they're planning to introduce. But their assault on CM2 seems to be three-fold, with a team management side, a financial and ground development side, and some amazing in-game graphics.

Team management

Purists, spartans, proper people – call them what you will, but these people are the sort of people who go for games like CM2 above all else. Sod all that so-called 'comedy' crap that games like *Premier Manager* tried to introduce, with your club shop disappearing in a hurricane and your star player leaving the game owing to unforeseen spontaneous combustion – these people want realism. And realism means well-researched player stats, and matchplay that feels like your decisions have an effect, whether their effects are for the good or not.

As far as stats go, FSM looks like being a bit of a humdinger. It's a



truism that Americans love a sporting statistic, and the point is often made whenever an English person wants an easy joke – but before you start, the development team on FSM are Brits.

The game has every team in England and Scotland, along with the top two divisions from France, Germany and Italy. There will be no moronic restrictions on which teams you can choose to manage. There are over 7,500 players in the database. And the players have 29 statistics each. We've come a long way from the original CM's eight.

"That's quite a lot," we said. "But do they make any difference? And how do you work it with that many? Eh? Eh?" Mark Bergan, the assistant producer and man responsible for the in-game stats, refused to fall to the floor in tears under our Paxman-like grilling. "What we did was to have a general score for, say Premiership defenders, because you can assume there's a certain standard they'd have to reach to be there in the first place. (Except, obviously, for Steve Bould – Ed.) Then we made sure that if there were, say, five defenders who obviously have better pace than anyone else in the division, that the stats clearly reflect that, and that when it comes to the match itself, you'll be able to see that they're quicker just by their performance on the pitch.

We adopted the same approach for every other attribute."

(Above) Build one of the biggest stadia ever, and then get relegated.

(Above right) The art editor tool. Each player has been motion captured and is very detailed, despite being very small on screen.

(Above far right) The menu system is being made as flexible as possible so you can move around within the game quickly and easily.

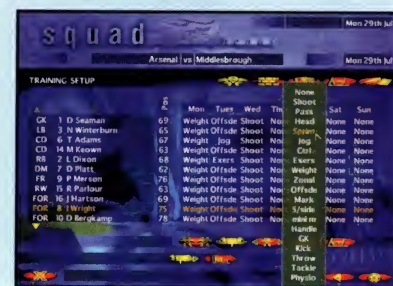
(Below) Keep an eye on the books and start making money on burgers and beer. It hasn't done Man Utd any harm... or has it? If you can't be bothered dealing with all this you can hire someone to do it for you. Thank God!



See?...

That's right. You watch the game being played, either in a miniaturised version of the old FIFA isometric view, or in a top-down plan view. The astonishing thing is that even though the player sprites are about the size of a field-mouse's haemorrhoid, they've still been motion captured. Barmy, you might think, but they've done it. David Ginola's been running around in a designer ping-pong ball suit again. There are over 8,000 frames of animation, and over 120 animated actions in the game – and since you ask, yes, there's an outrageous dive in there as well.

The players are very detailed, down to having the right strip combinations for every team in the game. The graphics have been so well done that even the pitch, which will begin to deteriorate if you don't care for it in the ground development screens, turns into a mud-pool, affecting matches.



Finance and ground development

The detail in the player sprites isn't the only thing you'll notice. The grounds themselves have been mapped from the real thing, whether magnificent edifice or glorified cowshed. If you develop your ground, you actually get proper bits of grandstand to mess about with, which will also be seen in the ground when you play the match. The financial side of things will cover everything from player wages and ticket prices to getting a loan from a bank to pay for your hot new Italian striker. Many of the financial and development aspects can be handled by an assistant.

From what we've seen so far, and what we've been told is going to be introduced, EA could well be making something for everyone's managerial tastes. We'll give you another update next month, and a full review some time early next year. Z



Statistically speaking

If you're a stats freak, FSM should just about manage to salve your cravings. Each player in the game has 29 individual stats, rated out of 100. There are 13 main ratings, but several of them have sub-stats which combine to give the overall rating. For example, hold down the cursor on Skill and you'll see the ratings for Shooting, Passing, Heading, Control and Dribbling.

You can also click on a skill and the team will be re-ranked according to that skill. Click on two or three, and the ratings will be cross-referenced and players listed accordingly. Very useful.

Among the other stats with sub-ratings, there are: Power (Stamina, Strength, Fitness); Movement (Speed, Agility, Acceleration); Tackling (Determination, Skill) and Goalkeeping (Kicking, Throwing, Handling).

squad

men

Arsenal

vs

Sheffield Wed.

Mon 29th Ju

Mon 29th Ju

PLAYER STATS

		Stat	Pos	Move	speed	agil	accl	Pwr	Skill	Tack	Cool	Awat	Flair	CK	Thrw	Lead
CK	1 D Seaman	60	69	72	68	87	61	53	41	65	88	90	21	85	25	89
LB	3 N Winterburn	60	65	63	65	60	66	74	55	83	74	75	37	27	69	68
CD	6 T Adams	62	67	59	69	54	55	76	54	94	68	82	33	47	96	
CD	14 M Keown	58	63	62	73	57	56	71	51	88	68	75	24	30	46	64
RB	2 L Dixon	63	68	69	72	64	71	73	60	83	73	76	43	30	72	64
DM	7 D Platt	57	62	51	55	47	52	73	60	64	70	82	39	25	50	56
FR	9 P Merson	69	76	86	86	86	88	85	80	40	86	90	87	26	58	62
RW	15 R Parlour	57	63	71	78	66	69	71	63	35	69	73	66	27	46	47
FOR	16 J Hartson	61	69	81	83	80	80	79	72	42	54	77	76	18	40	40
FOR	8 I Wright	66	75	85	93	77	85	83	79	45	55	85	85	19	40	45
FOR	10 D Bergkamp	70	78	85	85	87	85	82	86	46	87	92	91	25	38	50



BATTLECRUISER
3000AD
PC CD ROM

GAMETEK

The New Breed of Sport:
Part extreme skating.
Part ice hockey.
Part manslaughter.



HYPER



THE BRUTAL VELOCITY OF ICE HOCKEY. THE LETHAL CONSEQUENCES OF MANSLAUGHTER. HYPERBLADE ISN'T JUST A MULTI-PLAYER SPORTS GAME, IT'S A GAME OF SURVIVAL. BECAUSE IF THE SPEED DOESN'T KILL YOU, YOUR OPPONENT WILL.



THE DROME OPENS 27 NOVEMBER
AVAILABLE ON MS-DOS®/WINDOWS® 95
PLAYSTATION® AVAILABLE IN SPRING '97

[HTTP://WWW.ACTIVISION.COM](http://www.activision.com)

WIZ
BANG!

DEVELOPED BY WIZBANG!
IN COLLABORATION
WITH ACTIVISION.



ACTIVISION

ACTIVISION IS A REGISTERED TRADEMARK AND HYPERBLADE IS A TRADEMARK OF ACTIVISION, INC. ©1996 ACTIVISION, INC. WIZBANG! IS A REGISTERED TRADEMARK OF WIZBANG! SOFTWARE PRODUCTIONS, INC. MS-DOS AND WINDOWS 95 ARE REGISTERED TRADEMARKS OF MICROSOFT. PLAYSTATION AND THE PLAYSTATION LOGOS ARE THE TRADEMARKS OF SONY COMPUTER ENTERTAINMENT, INC. ALL OTHER TRADEMARKS AND TRADE NAMES ARE THE PROPERTIES OF THEIR RESPECTIVE OWNERS. ALL RIGHTS RESERVED.

PC CD-ROM

Sand Warriors

IN PRODUCTION

As a small child, **Paul Presley** was always getting sand kicked in his face by bullies. Now he's older, it's a very different story. Now he kicks sand in the face of small children to teach them about the harsh realities of life. Such a caring soul...

I SHOULD VERY MUCH LIKE, JUST FOR A moment, to take you, the shy and retiring reader of this organ, into my world. The world of the games journalist. It's a world filled with fear and trepidation, with glorious highs and heart-rending lows. A world where promises outweigh delivery and the words of a PR man are to be taken with a veritable banquet of salt.

I am given a CD, a shiny golden disc labelled in shaky handwriting. It says, 'Sandwarriors grabs', and a date that tells me that this, more than any other disc, can truly be said to be 'hot off the pressing machine'. I load the disc into the waiting CD-ROM tray and calmly bypass the notice that tells me my copy of Paint Shop Pro is currently on day 352 of my 30-day trial period (after which I am instructed to register for a nominal fee - Toh! Such liberties I take with the law! My middle name should be 'The'). I open the first of many .TGA files and catch my first glimpse of a game that until three hours ago had been unknown to me. And do you know, reader, my breath is taken away. Gone. Never to come back. I open a second file and again my eyes fill with a visual treat. And it is at this point that my mind starts racing with all manner of possibilities.

You must have been there. You see a picture of a game in a magazine or on the back of a box and you start to

imagine what that game must be like to play. You've never seen it moving and have no information to base your hypothesis on, but you throw caution

(Below) Brockwell Park Lido was never the same after Biggles dropped a Jamaica Pattie on the assembled throng.

landscapes so detailed I thought I was looking at someone's holiday photographs. And I started imagining what it would be like to actually play the game.

I pictured myself swooping in and out of the buildings, skillfully weaving



to the wind and theorise anyway. Usually what happens is that you eventually get a chance to play said game and are instantly disappointed. It turns out to be nothing like you had imagined, the moment is lost forever and your faith in the world of computer gaming pleasure is irrevocably gone.

Your point, exactly?

Well, that's how I felt when I first saw the pictures of *Sand Warriors*. I saw fantastical high-resolution images of futuristic fighter craft dogfighting around gloriously detailed buildings, replete with gangways, arches, pillars and outcroppings. Guarded by ground troops and gun turrets. Situated atop

around the gangways, effortlessly shaking off the enemy fighter planes with practiced ease by flying in between the pillars of a building. And then I thought, naah. It's not going to be like that. Sure, it looks good. Very good. And *Sand Warriors* is billed as an arcade flight sim, so it's unlikely to have lots of complicated flight dynamics to worry about. And yes, it's set in the future so the ships are likely to be geared towards being 'fun' to fly... but it's not going to be like I imagine it will. I mean, I remember how great I thought *Elite II* was going to be.



(Far left) Ooh, gangways. Time for a bit of fancy flying.

(Left) A hot time in the old town tonight.

(Right) The local neighbourhood watch really means business.





“ But then it does make use of a system Gremlin Interactive call True 3D, a game environment engine that somehow uses real-time motion capturing to capture the effects of real-world dynamics such as gravity and inertia. And it blends them into a fully-operational ‘day/night’ time frame that means the world passes from light to dark while you play. And you can fly some missions with anything up to 15 wingmen which should make for some stunningly involving battle scenes. But it won’t really work, will it?

I’m not so sure

I suppose the real-world tactics sound promising. Apparently, you’ll be able to affect the way your enemy behaves by making clever decisions mid-battle. Turn that nearby radar station into so much scrap metal and suddenly the enemy pilots will have a lot less data on which to base their stratagems. Put several holes the size of Warrington into an airbase and you’ll be free of enemy fighter craft for a while.

And the storyline appears to have a lot of thought behind it, which

(Above) Well, perhaps she’s sitting on a particularly large egg?

(Above right) It was then that Johnny realised that he’d forgotten to get in his ship before taking off.

(Below) This is what I was talking about. You just want to be able to swoop around a scene like this, don’t you?

(Right) All I said was it looks a bit like Milton Keynes... minus the grey stone cows.

means that you’re going to feel more inclined to play through each mission. A blending of classic science-fiction lore and modern influences such as *Dune* and *Timegate*, it is set a long time ago in a galaxy far, far away – 6225 BC on the planet Tawy, to be exact. Two ancient Egyptian-style Houses (the good guy Osirians and the bad guy Sets) vie for supremacy using the advanced technological fighter craft at their disposal. Apparently, whosoever can uncover the secrets of the planet will discover a time portal to a fabled planet called Earth.

Sounds good to me

Yes, but despite the stunning graphics, the detailed strategies, the highly manoeuvrable ships, the real-world dynamics, the engaging storyline and the vast array of weaponry to play with (pause for breath), it’s not going to work, is it? I



mean, these things never do. At least, that’s what I thought. Then Gremlin’s PR chap sent me another shiny golden disc labelled, ‘Sand Warriors Playable Beta’ and I thought two things as I put it into the CD-ROM tray and started the game. Firstly, that he managed to get the name of the game correct this

time and, secondly, that perhaps, just perhaps, I would be wrong and it would all manage to come together. And then I started playing it. And we’ll let you know what happened in next month’s review. What do you mean, “you bastard”? Z



Product details

Developer: Astros Productions

Publisher: Gremlin Interactive

Telephone: 0114 275 3423

Format: CD-ROM

Release date: December 1996

3 D R E A L T I M E



Age of Sail

EXPERIENCE NAVAL WARFARE AT ITS MOST BLOODY, BRUTAL AND TACTICAL. HUNDREDS OF THE MOST BEAUTIFUL VESSELS EVER TO TAKE TO THE HIGH SEAS HAVE BEEN RECREATED FOR YOU TO SAIL...AND REDUCE TO BEATEN WRECKS IN FIERCE BATTLES THAT CAN LAST FOR HOURS OR DAYS. NAIL YOUR COLOURS TO THE MAST OF A SINGLE SHIP OR AN ENTIRE FLEET AND CHOOSE YOUR CREW AND WEAPONS WISELY. THE HUNT IS ON...

A solitary man-of-war looms in the distance. The wind is in your favour but a sudden change in its direction and a lapse in your concentration could mean you lose your prey. Now she's almost in range... Wear round and bear down... She's drawing parallel... Run across her bows and rake her with the port battery. Luff up and give her the starboard battery again and again... Hundreds of booming cannons unleash a virtual storm of iron.



Screams and limbs are lost in the deafening roar and thick smoke. Round shot has pounded her hull, chain shot has all but shredded her rigging, and grape shot has littered her decks and punctured her hands, but still she puts up a brave fight. A double shot configuration proves devastating at close range... This time she submits and lowers her colours. This time, the victory and the prize are yours...

- * The unique Battleview™ system brings to life the thunderous glory of naval warfare.
- * Captain the meticulously rebuilt Victory, Enterprise, Impregnable, Independence, Essex, Vengeance and hundreds of other frigates, schooners, brigs and bomb and gun vessels from Europe and America.
- * Extensive research means an unprecedented level of detail and authenticity.
- * Join legendary names such as Horatio Nelson, William Bligh, Henry Blackwood and Stephen Decatur.



- * Hundreds of historically correct battles between 1775 and 1820, including action in the American War of Independence, the Napoleonic War, the Battle of Trafalgar, the Battle of the Nile, the War of 1812 and America's super-frigate the Constitution against England's Guerriere.
- * Computer-controlled opponents worthy of history's most experienced naval commanders.
- * Extensive indexed on-line help and comprehensive scenario editor. Multiplayer support for modem, serial link and LAN.

IN PRODUCTION



99.999% of British 'super console' owners bought a PlayStation. **Duncan MacDonald** bought a Sega Saturn. Silly sausage, yes, but it *does* (strange as it may seem) make him the resident expert on *Sega Rally*...

Corks o-blimey guv'nor!

The PC incarnation of *Sega Rally* looks and plays exactly the same as the Saturn version, which in turn was pretty much exactly the same as the coin-op. (They said it couldn't be done, but it was.) However, as Jimmy Cricket would say, "there's more".

Yup, the home versions of *Rally* piss on the coin-op in certain areas. The first benefit, obviously, is that you don't have to play the game in an amusement hall. In other words you don't have to put up with some snotty smartass kid standing by your right ear, making tutting noises as you plough for the third time into the bank of the gravelly hairpin on the 'easy' course. You also don't have to put up with the same smartass kid jumping into the machine next to you and challenging you to a race (which you then lose, only to discover that a large crowd has built up behind you during the contest). Another benefit which springs to mind is that you don't have to go and get change from the booth, which invariably contains a tasty, slinky chick, who you can clearly tell is thinking, "Get a life, geek" as the pound coins clatter down the chute.

Sega Rally

Product details

Developer: AM3
Publisher: Sega
Telephone: 0181-995 3399
Format: CD-ROM
Release date: January

HANDS UP WHO HASN'T HAD A go on the *Sega Rally* arcade machine. Come on, come on. Aha... just the one then. What's your name, son?
"Wee Willy McTavish, sir."
I see! And you've neither played *Sega Rally* nor seen it?
"That's the truth, sir."
Hmm. And I expect you'd like me to explain exactly what it is, purely for your benefit, regardless of the fact that all these other charming ladies and gentlemen would be bored shitless?
"Aye, I'd be much obliged sir."
Tough luck. Now feck off!
(Wee Willy McTavish slowly leaves the room with his tail between his legs, to

cries of "Aaaaaaah" from the more girly members of the audience.)

We've all seen it...

Yes, we've all seen or played it. And even those who haven't have read about it until they're blue in the eyes. Let's face it, *Sega Rally* is one of the most famous arcade games of recent history... and so bloody groovy that I actually shelled out a zillion quid on a Saturn last year - and, thanks largely to the fact that top-notch Sega titles aren't exactly abundant, I've pretty much played the thing to death. I know it intimately; upside-down; inside-out; and all the rest. This, while being very handy in some respects, also makes my life rather difficult at this precise moment in time: you see this is a PREVIEW, and I'm actually armed with enough knowledge to write you a definitive REVIEW. So... er, what do I leave out? What do I put in? How much should I tell you? How much do you want to know? I'm buggered if I can work it out, as it happens, so just close your eyes if you see something you didn't want to.

(Top) Cleverly engineer your 'turn' to take out the blue bastard.

(Top right) Ooh, what to choose? Go for a blue Stratos (ho, ho).

(Below left) In your rally motor, fun knows no bounds - you can even bomb round the zoo. Coo.

(Below right) Once and for all, just take out the blue bastard and head for the hills.





Darkened room...

Shrouded in anonymity by pico-photons from a 20 watt lightbulb, *Sega Rally* on your PC will be a far less embarrassing affair. What the hell, you can even select the 'manual gears' option with no cringeworthy repercussions. The tracks, as you'll probably know, are Desert, Forest and Mountain, which contain increasing numbers of twists and turns. Select Arcade Mode, and you get exactly that... with the same two choices from the amusement hall experience.

Either simply practise any of the tracks against the clock, or instead go for the so-called 'meat' of the game: ie, taking the courses in order with the ultimate aim of (a) coming first against the computer-controlled cars and (b) not running out of time as you do it. (These facets are pretty much mutually inclusive, but you know what I mean.) If you manage to win in this mode on the 'hard' game setting, by the way, you're in for a surprise, because there's a 'secret gift'. Yes, an extra track. Oh, and if you then beat the whole thing again, including the bonus track, there's... da-da: an extra car!

Other stuff...

What I found to be the most enduring challenge on the Saturn was the Time Trial mode, in which you get to race a ghost car, or, if you prefer, yourself. Race yourself for long enough and, in theory, you should eventually become 'infinitely good'. It's a hoot, and makes

(Above) Just try and stay on the road for heaven's sake.

(Top right) Motor madness: two cars stop for a quick graze.



a rather smart alternative two-player game as well – unless, of course, you choose the split screen mode. (Or the 1PX or modem modes, should you have the kit.)

It's a set-up...

The car handling – not surprisingly seeing as everything else is as good as the Arcade/Saturn version – is also on the button. In fact it's here that *Sega Rally* excels when compared to, say, *Network Q RAC Rally* – you really do get rewarded for being 'nifty'. And what's

more, both the Toyota Celica and the Lancia Delta (and the 'secret' car) are rife for fiddling about with... change the suspension heights, brake bias, that sort of thing. I could go on, but then there'd be nothing to say in the review, so I won't. I suppose all I can really add is the usual preview outro spiel, which is as follows: *Sega Rally* looks to be the Corgi's Coconuts, tune in next month for the final say. (Which'll probably be at about the same time that I get my hands on a copy of *Manx TT* for my Saturn, ho, ho, ho.) Z

(Below left) Woo! Wiiiicked! Zowie! Eurotunnel was never this much fun.

(Below right) Head-to-head split screen spooge-a-rama time.



SAND, SUN & SEX



You have 70 tons of hardware, a 120mm cannon and enemy T80's advancing through the dunes...

IT'S NO DAY AT THE BEACH!



Across the scorching deserts of Iran, the bloody fields of Bosnia and the vast steppes of The Ukraine, lead

your platoon into battle or face the strategic challenge of Company command.



The designer who brought you M1 Tank Platoon® combines the U.S. Army's state-of-the-art fighting machine with real world scenarios in iM1A2 Abrams™, the definitive tank simulation.



For PC (Windows™ 95)

Playable via modem or network.

Visit our web site at www.imagicgames.com.

Interactive Magic, The 3D Internet Gaming Company.

Tel: (UK) 01344 409399, (USA) 919 461 0722, (Germany) 5241 968220.

©Interactive Magic all rights reserved. Windows is a registered trademark of Microsoft Corporation.
M1 Tank Platoon is a registered trademark of Microprose Software Ltd.



**CHARYBDIS
ENTERPRISES, INC.**



SkyNET

Future Shock returns with a new enhanced game engine and sexy graphics. **Chris Anderson** casts a suspicious eye over the results.



A LOT OF THINGS HAVE HAPPENED since Bethesda released *Future Shock*. The PC games market has been positively inundated with Doom clones of all descriptions. To make matters worse for Bethesda, two of these clones (*Duke Nukem 3D* and *Quake*, yes, I did say *Quake*) have been absolutely spoogethworthy in the extreme. So where does all this leave Bethesda with their sequel to *Future Shock*? Well, let's just say they're going to have to come up with something spectacular to impress the bods at Zone, who have probably seen more *Doom* clones than any game journalists on any magazine ever.

At first glance, *SkyNET* doesn't seem to offer much more than its predecessor (check out the screen shots). However, closer inspection reveals that the chaps and chapesses from Bethesda have been working round the clock to pack as many new features into the sequel as is humanly possible...

Hello sexy

Okay, first things first. The graphics have been given a major overhaul and now have full support for SVGA. I haven't seen this version running yet, but if it's anything like the hi-res version of the first game, it will be absolutely fab. I know this because I saw the hi-res version of *Future Shock* when I visited Bethesda in the States, although the SVGA code didn't make it into the final version. Bethesda have made up for this



by including a free patch with *SkyNET* that upgrades *Future Shock* to full SVGA. This effectively means that if you already own *Future Shock*, buying *SkyNET* will give you access to two hi-res *Doom* clones for the price of one. Fantastic, eh? Apart from the enhanced graphics, there is another major new feature in *SkyNET*. Perhaps you can guess what this fantastic new improvement is. Perhaps you've been looking at the title of the game at the top of the page and seen the word **NET** in bloody big letters. Yes, you've got it, *SkyNET* is going to be very, very big on the multi-player side of things. You'll be able to take on your mates in enormous battlefields and chase them about in jeeps, trucks or even aircraft. You'll be able to customise the multi-player environment completely by deciding how many vehicles and weapons are in the play area. Other 'enhancements' are the addition of lots of new weapons (17 in total), an enhanced version of Xngine



(Above) It's great, you get to fly and everything. Ahem.

(Above left) I think I've seen these guys somewhere before. Oh yeah, they were in the first game. Doh!

Product details

Developer: Bethesda

Publisher: Virgin

Telephone: 0171 368 2255

Format: CD-ROM

Release date: December 96

(Bethesda's proprietary game engine) – although they haven't made clear exactly what the enhancements are – and support for various virtual reality headsets. In all honesty, I have very high hopes for *SkyNET*. It's still the only game of this type that lets you drive various vehicles and fly around the landscape, all in one game! Also, rumours are rife that the finished game will retail at about 30 quid which will do the game a lot of favours when it comes in for review. Don't miss the next copy of *PC Zone* for a full run-down on what's hot and what's not in *SkyNET*. **Z**



(Left) It's a jeep with, er, some sky-blue bits sticking out of it.

(Right) As you can see, the characters in the sequel are much more detailed.



NBA Hangtime



Traditionally, when introducing a basketball game, **Patrick McCarthy** likes to repeat his joke about men with big balls running about in their vests. And he's just done it again...



Don't you love made-up sports? Most major sports have come about through a process of evolution, and can be traced back to amusing games played in ancient times with an enemy tribe's detached genitals (like snooker) or their dismembered body (like *Cluedo*). But others are just made up from scratch, becoming inexplicably popular.

Look at Fives: a bunch of public schoolboys whack a ball against a wall in the playground with their hand, and other public schools have a duplicate wall built to play it. It's lucky my school wasn't a public school, otherwise there'd now be a sport that entailed standing about in a circle, throwing a fork into the air. The rules are: get out of the way and you're a chicken; stay where you are and you end up with the respect of your school-fellows but a head like a pepper pot.

Most made-up sports come from America, devised by TV networks. When we were kids, we thought we'd made up roller-hockey, but someone else had got there first. But we did make up going-down-a-slide-on-a-bicycle-with-the-inner-tubes-taken-out. If we'd been American and worn bobble hats it could've been an 'extreme' sport. But the one that would make the Pepsi ads would be the one at my mate's school in Shepherd's Bush, which involved sprinting across the Westway, dodging traffic. There were many fatalities, which should qualify it for the 'extreme' label. (Luckily, it was before the days of computer games, or *Frogger* would've been blamed.)



(Left) Sticking your hand up an opponent's shorts is the fallback position of the best defencemen. And big Jessies, but that's another contact sport.

(Left) Yup, you too can play for the Pasadena Porkers, or whatever silly animal name their team is called.

(Below) 'Guinness Book of World Records' watch out - this is the lowest flying aircraft ever to score a slam dunk. Not.

Product details

Developer: Williams

Publisher: GT Interactive

Telephone: 0171 258 3791

Format: CD-ROM

Release date: Out now

I'm rambling on about made-up games because Williams' conversion of an arcade basketball game is almost here, and there isn't much to say about it. It's a two-side game, which was itself (I think) made up a few years back as a quick TV-based money-spinner in the States - there were two-side games, shooting-from-set-position games, and so on. All for big money.

Outrageous special moves

We've already seen a couple of computerised versions of this sort on the consoles, with outrageous special moves that have you hanging in the air like a pantomime fairy, slamming the ball into the basket with your feet above your head, and so on. Williams' offering is arcade perfect, even down to the fact that you 'buy in' to the game to start it. The point is to pick a couple of players from the team of your choice, and see how many games in succession you can win. And the longer your winning run continues, the better you are. There's a high-score table, percentage points table, and plenty of other opportunities to get onto various high-score tables. The sprites are well animated and huge - almost as big as the actual players. The crowd are noisy and the arcade presentation is identical to the original. The whole thing looks like it should be at the back of a chip shop, surrounded by teenaged delinquents with mid-Atlantic accents. And we'll review the thing next month. **Z**

CAN GOOD EXIST...

...WITHOUT EVIL?

The untimely death of Adam Randall's father leads him to a remote and seemingly desolate country home near the Cornish village of Helston. A vast portal through time and space and the epicentre of the battle between dark and light fought through the millennia.

Classic 5/5 "...Utterly compelling" CGW

"A modern gaming classic" PC Format

92% PC Home

- Journey as Adam Randall into a vast and immersive first person three-dimensional world.
- Arm yourself and battle with demonic spirits cast from the souls of men.
- Resolve the Enigma of the Soul Stone and ensure the defence of good against evil.

Containing over 20 motion captured demons, a vast and intricate three dimensional world, 12 different weapons to arm yourself with and over two hours of absorbing video footage, you will be captivated by Realms' dark domain and the belief that the machinations of an age old French sorcerer and his demonic alter ego can really plunge the world into a new age of darkness

REALMS of the HAUNTING

OUT NOW



**PC
CD
rom**



SID MEIER'S CIVILIZATION II

THE COLLECTOR'S EDITION

Includes 20 New Scenarios plus the official strategy guide



PC Gamer 96% Game of the Month - highest score ever given! (March 96) "...even after four years, no strategy game has come close to Civilization. And now it's twice as good..." (also voted best game of all-time in top 100 PC games survey! June 96)

Edge 9/10 (May 96) "...quite simply an astonishing achievement... cannot be more highly recommended..."

Computer Life 5/5 Game of the Month (May 96) "...will take over your life...brilliant with knobs on...you can improve on perfection..."

GamesMaster 95% (April 96) "...one of the most complete and engrossing PC games ever...dangerously addictive...a work of genius, that's what it is..."

PC Format 90% (May 96) "...every now and then, a game comes along that's so good it changes people's perceptions of a genre... one of MicroProse's greatest releases ever... it's a must... could change your opinion of strategy games forever..."

PC Home 91% (April 96) "offers just about everything you could want..."

PC Zone 90% Recommended (Mar 96) "...exactly the right balance..."

Strategy Plus (USA) 5/5 Stamp of Approval (June 96)
CD-Rom Mag (France) 5/5 (June 96)

Gambler (Poland) 95% (May 96)

Hyper (Australia) 96% (April 96)

Micromania (Spain) 97%
Mikrobitti (Finland) 94% (May 96)

PC Player (Germany) 6/6 (May 96)

Riki (Czech Republic) 5/5 (April 96)

Once in a while a game comes along which captures the imagination of the world, crossing the line from 'Great' to 'Classic' status such a game is Sid Meier's Civilization® II

Gaining highest-ever scores from all over the world and winning the British Interactive Multimedia Association Best Game of 1996 award, Civilization® II is truly the best strategy game ever made...and there has never been a better time to experience the wonder of Civilization® II for yourself! A deluxe Collectors' Edition is out now, including the full 400-page official strategy guide from Prima, plus the new Conflicts in Civilization scenarios*.

THE ULTIMATE CHALLENGE AWAITS YOU...

For new release information and hints and tips on selected games call the MicroProse Classified Line on 0891 555 111. This call is more expensive than a normal call and will terminate after six minutes at a maximum cost of £2.94. Please seek permission of whoever pays the bill before you call.

*Conflicts in Civilization also available separately. Standard edition of Civilization® II still available.



MICRO PROSE

The Ridge Chipping Sodbury S Glos BS17 6BN
World Wide Web Site: <http://www.microprose.com>

A-10 Cuba

Duncan MacDonald once tried to drive to Leicester, took the A24, and ended up in Chichester. This makes him the ideal person to preview *A-10 Cuba*. Er, or something like that. Um. (What a crap intro – Ed.)



HERE'S SOMETHING THAT AUGURED well for *A-10 Cuba* even before I clapped eyes on the thing... I turned up at the office in order to collect the beta version CD and it wasn't there. Guess where it was? Actually that's stupid, you'll never guess, so I'll tell you: Paul (News Ed) had it. Or rather he didn't have it, as it was still at his house. He'd liked it so much he'd taken it home and had forgotten to bring it back in.

"Sorry," he said.

"That's alright," I replied (carefully not bringing up the fact that I was about five days late coming in myself).

"Anyway, so what's it like then?" I asked.

"The flight model's brilliant," he said, enthusiastically. "You can really feel the weight of the plane."

He continued raving about it for a while and then mentioned that he'd been controlling it with the mouse.

"The mouse?"

"Yes, the mouse."

"The mouse???"

"Yes, the mouse," he said, yet again. Blimey. He's either really clever or a

(Above left) Press the big brown and blue button in the centre to flush the underchair toilet.

(Above right) Look at that sun! Apparently it is going to change.

(Below centre) Crikey, this taking off lark is quite difficult!

total nutter, I thought. I decided to have a crack at using the mouse myself the next day, if Paul remembered to bring the disc in. (And if I remembered to turn up.)

The next day...

I remembered to turn up, and found that Paul had not only remembered to turn up himself, but also to bring the disc in. An excellent state of affairs! The disk was plunged straight into the drawer of the office P166, and, after an absolutely nightmarish installation session (the only whinge you'll find on these two pages), it was up and running. I plumped for the 'flying lesson' section of the missions, in which pretty much all you have to do is take off. And I was using the mouse. Oh, and the keyboard instructions were from the Mac version, because this was originally a Mac game

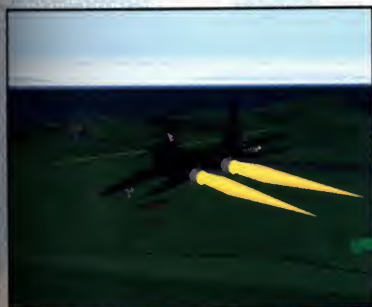
(more of which later). Anyway, so I was thumping away at the keys, wobbling the mouse around all over the shop, and didn't even manage to make it to the runway – I had become lodged in the desert sands surrounding the airbase. Try again. This time I sort of crashed into a hangar – not violently enough to destroy the A-10, admittedly, but never forget that aeroplanes don't have a reverse gear, so I was buggered regardless. Try again. Oh dear. This time I managed to break off one of the wings and collapse the front wheel. (Still, it was pretty smart that you *could* break a wing off and collapse the front wheel, if you know what I mean). I zoomed the external view around and looked at the damage from different angles. "I did that!" I thought to myself, proudly.

Back seat admirer...

"Wow, cool," said a voice from behind my chair. It was Jeremy (ie. the Ed).

"Yeah, look," I replied, showing him the busted wing and wheel from yet a different angle.

"Yes. I saw. Erm, so you haven't – ha ha – actually taken off yet then?"



IN PRODUCTION



"No," I admitted. "But it's bloody good fun just taxiing and crashing into things. The suspension works!"

"I know," said Jeremy. "It's smart. And I like the fact that everything's so clear, and moves so well."

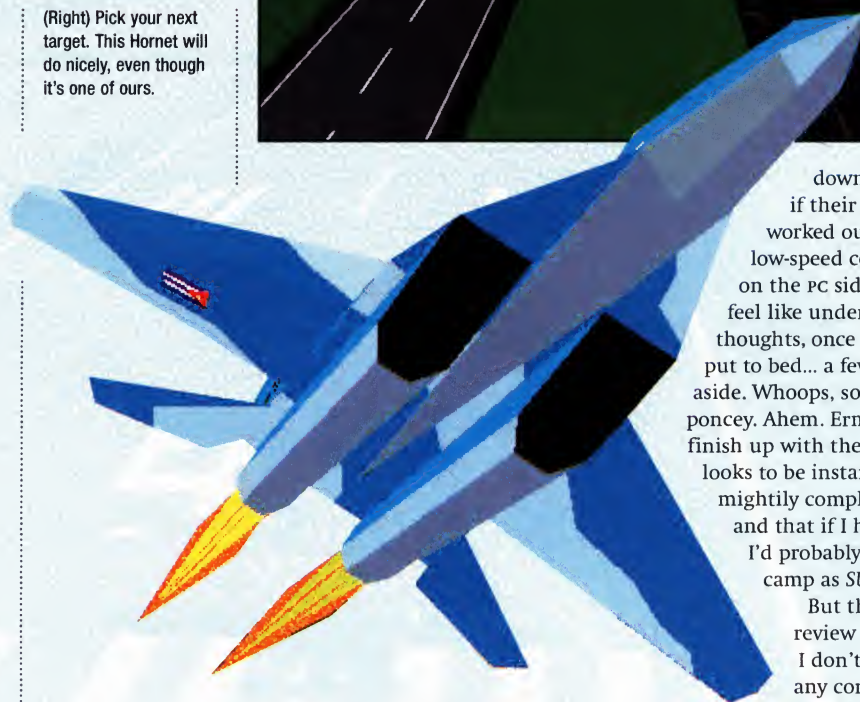
He then entered into a discourse about how texture-mapping was all good and well, but not at the expense of clarity and fluidity. And, of course, he was correct. All right-thinking people should have this view. I hope you do too. You see *A-10 Cuba* is 'old-fashioned' in the sense that it's full of non-textured polygons – but it looks fab regardless, because there's truckloads of sharply defined detail. You can see other planes a squillion miles away, when they're simply pixels, whereas in a texture-mapped sky such things can easily 'disappear'. And because the game engine isn't struggling with rotatery bitmaps and the like, there's plenty of room for supplementary detail: other planes trundling about on the runways, that type of thing.

Anyhow, Jeremy watched my next attempted take off, and, at about the moment my A-10 entered the lake, he handed me a 'present'. It was a joystick. I took the hint.

Up, up and away...

Finally I was able to discover that what Paul had said was true: the flight model was great, and you really *could* feel the weight. Scuppered slightly by the Mac keyboard instructions, however (there

(Right) Pick your next target. This Hornet will do nicely, even though it's one of ours.



down. By this I mean it's as if their zero altitude stuff is worked out first (skids, bounces, low-speed collisions etc), whereas on the PC side these things often feel like under-implemented after-thoughts, once the avionics have been put to bed... a few notable exceptions aside. Whoops, sorry, I'm getting poncey. Ahem. Erm, anyroad, let's just finish up with the fact that *A-10 Cuba* looks to be instantly accessible, but mightily complex in the long haul – and that if I had to pigeon-hole it, I'd probably stick it in the same camp as *SU-27 Flanker*.

But then again this isn't a review – it's a preview – so I don't have to come to any conclusions at all, or mention that the playing

areas are a tad on the smallish side. And besides, you'll be able to check it all out yourself next ish, seeing as how there's going to be a fully playable demo on the coverdisk. Jesus, we treat you so well it's almost as if you're our bird! Kissy kissy! (Stop it! – Ed.) **Z**

Product details

Developer: Activision

Publisher: Activision

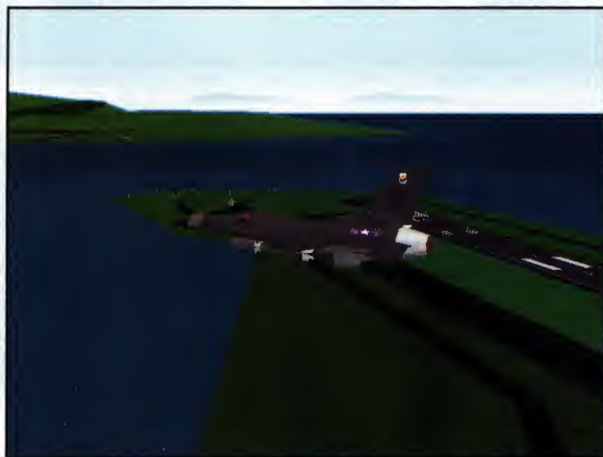
Telephone: 0181 742 9400

Format: CD-ROM

Release date: January

(Below) No texture-mapping here, but it doesn't really matter.

(Below right) Hit the breaks when taxiing and just watch what happens.



SIM COPTER™



'IT'S SIMCITY WITH ALTITUDE'

8.45pm. Fight fire.

8.56pm. Capture criminals.

9.02pm. Save drowning Sims.

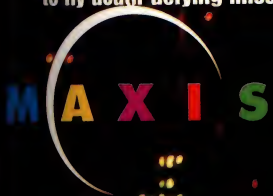
9.07pm. Rescue mission.

9.12pm. Stop City

riot.

When you're flying the first game to go above and beyond SimCity 2000, time is of the essence when rising to the never-ending challenges thrown up by the ultimate simulated city. For the first time see SimCity 2000 with real altitude, in hyper-realistic 3-D. SimCopter sends you on high anxiety missions into 30 pre-built SimCity cities, but your only co-pilot is severe urban turbulence. Or you can import your own SimCity 2000 cities to fly death-defying missions through your own creations to rule the skies as well as the city.

SimCity 2000 not required. Nerves of steel recommended.



MAXIS GAMES.

YOU DON'T JUST PLAY THEM. YOU LIVE THEM.™

MAXIS LIMITED, CALEDONIA HOUSE, 223-231 PENTONVILLE ROAD, LONDON N1 9NG

MAIN TELEPHONE: 0171-505 1500 MAIN FAX: 0171-505 1600 WEB ADDRESS: [HTTP://WWW.MAXIS.COM](http://www.maxis.com)

Little known fact: **Charlie Brooker** is, believe it or not, a Quaker. Therefore, he abhors violence in any shape or form. He believes guns should be outlawed. He has never been involved in a physical fight in his entire life. He is, in short, a pacifist. Except when it comes to videogames, which is where all that pent-up rage starts pouring out like vomit. And he want big murder gun blood death kill kill kill kill ha ha kill kill kill.

ReLoaded

IN
PRODUCTION



Product details

Developer: Gremlin Interactive

Publisher: Gremlin Interactive

Telephone: 01142 753423

Format: CD-ROM

Release date: January

IT'S SEQUEL TIME AGAIN – ONLY THIS time we're talking about the sequel to a Playstation game that never made it onto the PC in the first place. That was *Loaded*, a 3D top-down view shoot 'em up for one or two players, which was a kind of ultra-violent take on *Gauntlet*. Guns, guns and more guns was the order of the day – with gallons of claret sloshing around for good measure. Initially, it sold very well, although since there weren't many games available for the PSX at the time (but there were lots of PSX owners), that's hardly a big surprise. Despite a few fancy lighting effects, and being good fun for a couple of hours, it soon got tediously repetitive and absurdly difficult. I've seen piles of copies for sale in second-hand shops. So why should you give a toss about the sequel?

Can you dig it?

Good question. Well, Gremlin Interactive could probably give you a

few answers to that. To wit: *ReLoaded* (the snappily-titled sequel) will feature more characters, more weapons and, hopefully, far more variety. It seems that many of the faults of the original have been addressed.

For starters, whereas the *Loaded* of old was just a shamelessly brain-dead exercise in non-stop murdering, *ReLoaded* actually requires the player to solve puzzles in order to make decent headway. There's also the chance to shoot bloody big holes into people while they're begging for mercy – a truly heart-warming prospect.

Players have a choice of six characters, ranging from a lobotomised imbecile in baby garb (Mamma), to Magpie, "a roving cyber-nun". Each comes complete with their own personalised weapon and special attack (one of the characters *eats* corpses), and all of them look rather spiffing (some of the related artwork, by 2000AD geezer Jason Brashill, is quite superb).

Many of the details are a little sketchy at present – there's no sign of Pop Will Eat Itself so far (they provided the bulk of the soundtrack last time round) – but who knows, maybe they've signed Joan Baez instead.

Whatever happens, it looks certain that *ReLoaded* is likely to be one of the most *tasteless* games ever to hit the PC, and if that doesn't warrant at least a

(Top row) Among others, *ReLoaded* features Elvis in a pink Caddy, er, mac; a strange man with landmines for tits; another strange man trying to get it up with some fireworks; an indigo ant, getting his own back after years of Nippon along the garden path; and what looks like a ferking big furry thing with iced cakes for boots... Funny bunny or wot?

little attention, then I don't know what does. Keep 'em peeled for a full review as soon as we get our paws on the whole shebang. Z



Gremlin – A bunch of sickos or what?

True fact: Included in my special 'lazy journalist' interactive presspack thing (apart from a *bloody virus*) was a Word document which appears to be a rudimentary description of proposed game components, presumably written by one of the design team. And by Christ, you can almost *smell* the unhealthy relish. Here's a few choice quotes:

"The blood letting in the original game was adequate but little else... in this sequel we should strive for a truly blood sodden product..."

"Limbs and other body components will be seen to fly off... this should provide much more amusement (maybe if a player shoots all of these components before they hit the floor he will gain a bonus)..."

"The recipient of enough plasma will melt away into a fine pink spray... [which] will lift up from the play field toward the player's view. Some of it will stick to terrain features, making them resemble Jackson Pollock's splatter paintings."

[Discussing the effect a 'flame weapon' will have upon the enemy] "running around... crackling and spitting and screaming and smoking... if [he] runs into the wall he will break into a few smoking chunks."

"...bodies should explode into a mess of flesh and exposed bones..."

"Wounded enemies might fall to their knees and beg for mercy, this will give the players a smashing feeling of power..."



NO

NO FLASHY INTRO'S.

NO 'INTERACTIVE CHARACTERS' THAT YOU CAN'T INTERACT WITH.

NO 'AMAZING ANIMATIONS' THAT YOU CAN'T CONTROL.

NO REDUNDANT ACTORS TRYING TO EARN A LIVING.

NO ADDITIVES.





WIN! WIN! WIN!

A Ninja-bast Pentium PC and Thrustmaster Joystick!!!



FLYING CORPS IS ALMOST ready for release, and to celebrate the launch of what promises to be one of the most accurate WWI flight sims ever, Empire Interactive are giving PC Zone readers a chance to win a fantastic Ninja-bast mother of a machine and a rather smart Thrustmaster joystick. All you have to do to enter the FREE prize draw is answer the three simple multiple choice questions below, fill in your details and send the coupon to the address below. All correct entries will be entered into our prize draw and the first entry out of the flying hat will win a stonking new machine. Ten runners-up will also receive a copy of *Flying Corps*.



empire
INTERACTIVE

Simply answer the three questions below, fill in your name and address and send it to the address shown to reach us by Friday 20th December 1996.

Cut out this coupon and send it to:
PC Zone/Flying Corps Compo, CPZ71C, Customer Interface, Bradley Pavillions,
Bradley Stoke North, Bristol BS12 0BQ

QUESTIONS:

- Which of the following was not one of Biggles' mates?
A) Archie B) Ginger C) Chewbacca
- Who did Snoopy (allegedly) have a dogfight with according to the song?
A) The Bloody Red Baron B) The Baron Knights C) HRH The Queen Mum
- Who is/are regarded as being the pioneers of self-powered flight?
A) The Wright brothers B) Richard Branson C) Ian Wright

NAME:

ADDRESS:

POSTCODE:

DAYTIME TELEPHONE NUMBER:

RULES: All entries to be received by 20th December 1996. The Editor's decision is final (and he's a big bloke). No correspondence will be entered into. Repeat entries will result in disqualification. There is no cash alternative. Proof of posting will not be accepted as proof of receipt. Persons involved in this promotion and execution of the draw, employees of Dennis Publishing and Empire Interactive are not eligible for entry.

"This is certainly a great game. It should be judged against the classics such as Doom! and Sim City" - Chris Henrikson, Canada

"...the gameplay is frustratingly addictive" - Computer Player

"Some companies thrive on meaningless games with flash and fluff. It's refreshing to run into a great game system-thanks!" - Robert Gates, USA

"...an incredible game!" - Rafael Portela Moreira, Brazil

"Stars is an excellent game!" - Strategy Plus

"...it is the most playable game I've ever played and that includes my favorites Doom! Duke Nukem! and Command and Conquer!" - Randy Mehling, Kansas City, USA

The game is the best game I have ever played. The highest replay value of any strategy game on the market. The AI is amazing." - Les Hutchins, USA

"Intelligent on-line tutorial...user friendly interface" - Computer Game Review

"A complex, intricate space strategy game with an easy-to-use interface and fantastic tutorial!" - PC Gamer



"Just a flipping great game!"

N O B U L L S H I T

Stars!



empire
INTERACTIVE

WICKEDLY FAST 3D, WINDOWS & VIDEO

MATROX
MYSTIQUE



From the people who brought you Matrox Millennium, the world's favourite graphics accelerator, comes the next wave of graphics innovation for your home PC.

Matrox Mystique's state-of-the-art technology combines the new MGA-1064SG 64-bit graphics chip, advanced PCI design and powerful SGRAM memory for mind altering performance.

Experience today's 3D game titles at up to 30+ frames per second at higher resolutions and colour depths with Matrox Mystique's lightning fast 3D texture mapping engine. At last you get amazing game performance at up to twice the speed of the competition's 3D *decelerators*.

From now on your Windows 95 applications will explode onto your screen at over 44 million Winmarks. You'll play back TV quality MPEG and AVI video clips at a smooth 30 frames per second. And get the world's fastest DOS game acceleration.

Enter an exciting new universe of video applications. Matrox's high quality Rainbow Runner video upgrade modules redefine video on the PC (Q1 '97). Send video over the internet, play PC games on your big screen TV, decode MPEG video in hardware, watch TV on the PC and a whole lot more! Explore all the possibilities - at an incredible low price.

Satisfy your desire for the fastest, most complete 3D entertainment and multimedia graphics accelerator. Discover the plug and play world of Matrox Mystique. Starting at only £120 (ESP 2 MB, PCI bus)



matrox

01793 44 12 12 <http://www.matrox.com/mga>

Matrox (UK) Ltd. 6 Cherry Orchard West, Kembrey Park, Swindon, England SN2 6UP
Fax: 01793 44 11 99 BBS: 01793 48 99 06 *Retail version only

★ FREE SOFTWARE BUNDLE ★

**DESTRUCTION
DESK - 2**
PSYGNOSIS

MECHWARRIOR 2
ACTIVISION
**SCORCHED
PLANET**
CRITERION

**REVEILLE
MPEG
PLAYER**

WIRL
VREAM

All Direct 3D tests conducted on Sept. 6, 1996 by Matrox Graphics Inc. on a Gateway P5-166 configured with Intel P5-166Mhz, 16 MB of RAM with 256K cache. Matrox Mystique, Diamond Stealth 3D 2000XL and ATI 3D XPRESSION were configured with 2 MB of memory for the PCI bus using driver releases 3.14, 4.03.00.2101 and 2.22 respectively for Windows 95. ATI has not released Direct 3D drivers for the 3D Xpression therefore drivers provided on the Microsoft DirectX 2.0 SDK were used. Direct 3D tests done using Tunnel from the DirectX 2.0 SDK. Diamond Stealth 3D 2000XL and ATI 3D XPRESSION tests were conducted at 512 x 384 @ 16 bit while Matrox Mystique tests were conducted at 640 x 400 @ 16 bit. based on Gouraud shaded, perspective correct textured, point sampled, 16 bit per pixel color, dithered rendered polygons.



Dark Earth Diary Part 2

Chris Anderson further explores the contents of his back garden, as well as bringing you an update on Mindscape Bordeaux's stunning new game.



(Right) With in-game shots like this one, you can see why we're so excited about *Dark Earth*...

(Below)...and look, here's another fantastic reason. (Sad git - Ed.)

FIRSTLY, CAN I TELL YOU THAT William from Mindscape Bordeaux and myself had enormous fun bringing you the second part of this diary. This is mainly because William has spent ages trying to fax me more info on the game and send me lots of new screen shots via e-mail. An hilarious chain of events involving fax machines that wouldn't work, Internet providers that wouldn't allow William to send the shots via e-mail, couriers that wouldn't, er, courier anything (because the President of France arrived in Bordeaux) and a bank holiday in France

which brought the country to a halt had both of us running around the place like mad trying to find a solution to our communication problems.

Well, William, top bloke that he is, has finally sorted everything out, and I now have in front of me a very long fax which tells me lots of new things about *Dark Earth* and... hang on a mo, what's this? There's a note at the beginning of the fax telling me I need to make a correction to the first part of my diary.

Apparently, *Dark Earth* is *not* an RPG, it's an action-adventure game, which as far as I'm concerned is a bloody RPG. Hang on a minute, I'll go and sort this out. (Sound of phone ringing in background.) "Hi, William, I've just seen your fax, what's all this about *Dark*

Earth being an adventure game,

I thought it was an RPG?" I

asked in a quizzical tone

of voice. "Hi, Chris,

no, it's not an RPG,

it's definitely an adventure game.

It's a bit like *Alone*

In The Dark and

BioForge. It has

combat elements

in it and it

also has a 3D

environment

and you have

to solve



Product details

Developer: Mindscape Bordeaux

Publisher: Mindscape

Telephone: 01444 246333

Format: CD-ROM

Release date: March

puzzles. It doesn't have stats for your character in it, or ever-increasing spellcasting skills or any of that RPG nonsense. You see, we're trying to create a game that combines the best of two genres: *Dark Earth* has the interface and ergonomics of an action game, but its universe, scenario, dialogues and the quest itself are pure adventure".

Aaahhhh, I see. Well, as far as I'm concerned, an adventure set in a fantasy world with *BioForge*-type combat and full freedom to explore the environment sounds pretty damn smart, particularly when the graphics are as spoogethworthy as those in *Dark Earth*. It just goes to show you how deceptive first impressions can be, though. We were all convinced that *Dark Earth* was going to be a standard RPG in the style of the *Ultima* series when we saw it at the show, except with much better graphics, but if William tells me it's an adventure, then an adventure it shall be. Onward.





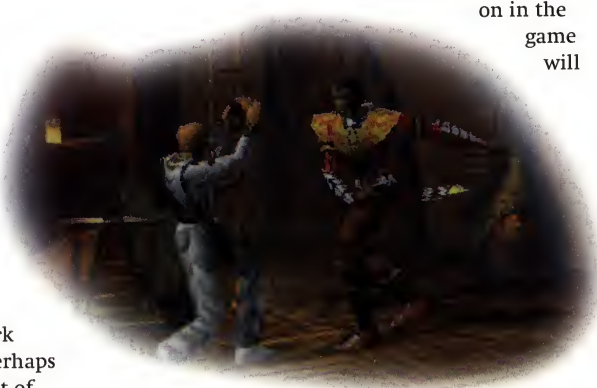
If anyone can, Arkhan

Sorry about that. That was just a terrible joke to introduce you to Arkhan, the main character in the game, who just happens to be your alter ego and computer-based companion for the whole of the adventure. Arkhan is a 25-year-old Guardian of Fire, brave and intelligent but apparently a bit laid-back and lazy. At the beginning of the game, Arkhan is sent to the Council Chamber to save the life of Lory, the Great Sunseer. It is at this place that a great tragedy befalls our hero: he is contaminated by a dark and cold substance (perhaps someone poured a pint of Guinness over his head: not everything in black and white makes sense) and he becomes very weak.

As the game progresses, Arkhan becomes not only becomes stronger, but also more aggressive as the dark side of

him begins to take him over. Your main objective is to cure Arkhan of the poison that's eating him alive before it's too late and he kicks the bucket, and hopefully in the process learn some of the secrets of the *Dark Earth* universe.

If Mindscape Bordeaux are to be believed, getting to the bottom of all the murky goings-on in the game will



not be as difficult as you may imagine, thanks to the incredibly helpful and easy-to-use interface, which is designed to let the player concentrate on playing the game, as opposed to messing about with a hundred different key-presses (unlike some games we could mention). As a result, the designers have made manipulating the character and interacting with the game's environment as painless and as intuitive as possible.

Er... you've probably guessed by now that I'm giving you most of this information second-hand from the press release. Next month, things will be different. I'll be going to Bordeaux



Money, money. money

Mindscape Bordeaux are very proud of the *Dark Earth* universe. They consider it to be a very rich and sophisticated world which will easily lend itself to exploitation on other mediums. To this end, there will be further games in the *Dark Earth* series, a novel which will be published in the USA, UK and France, a Web site which will deal only in matters relating to *Dark Earth*, a role-playing game (I knew it, I knew they'd have to do one, told you so) and even an animated series based on the characters and locations in the game. All these activities will not only help bring the world of *Dark Earth* to the masses, but will also make absolutely tons of cash for Mindscape Bordeaux. So in a year's time I'll be saying really shite things like, "I remember them when they were nothing. I helped them out when they couldn't scrape enough money together to bribe their way into PC Zone. And now they won't even talk to me. Sob!"

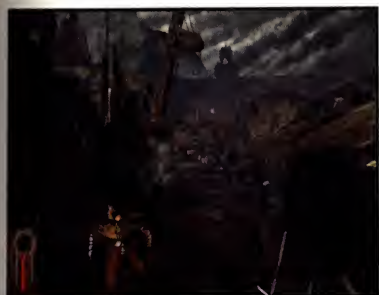


(Above left) See that bloke on the left? That's you, that is. Honest.

(Left) It's an adventure, not an RPG. Which is why these two Tolkeinesque types are kicking the shit out of each other.

(Below) This is a bloke with a big beard and a weird taste in make-up. (Actually, it's Chris' dad - Ed.)

to see the game in action. Yes, alright, I know I said that last month, but it's not my fault the President of France decided to visit Bordeaux at the most inopportune moment. I'll make it up to you next month, honest. Take care now, y'all. Z



GOOD VIEWS



WOLFE PARTNER



S I E R R A[®]

RATIONS



**AT 200 MPH AND
WITH 700 HORSEPOWER
UNDER THE BONNET,
THE SKID MARKS
WON'T JUST BE ON THE ROAD...**

NASCAR
RACING 2

REVIEW ZONE



In this month's monster issue we've reviewed more games than ever before in an effort to make your Christmas wish list a less complicated affair. This month's cover game is *DD2*, the spectacular sequel to one of last years' biggest selling games. It's much improved, with bigger and better tracks and some fantastic crashes just waiting to happen.

THE ZONE SCORING SYSTEM



90+ CLASSIC

The highest accolade a game can attain. A wonderful example of gaming excellence that deserves to be recognised and indeed cherished, or something.



80-89 RECOMMENDED

An excellent game that simply lacks that certain something that makes it one of the true greats. Well worth checking out, though.



20 and below PANTS

Absolutely bloody awful. Crap with a capital C. Naff with a capital N. You get the picture.



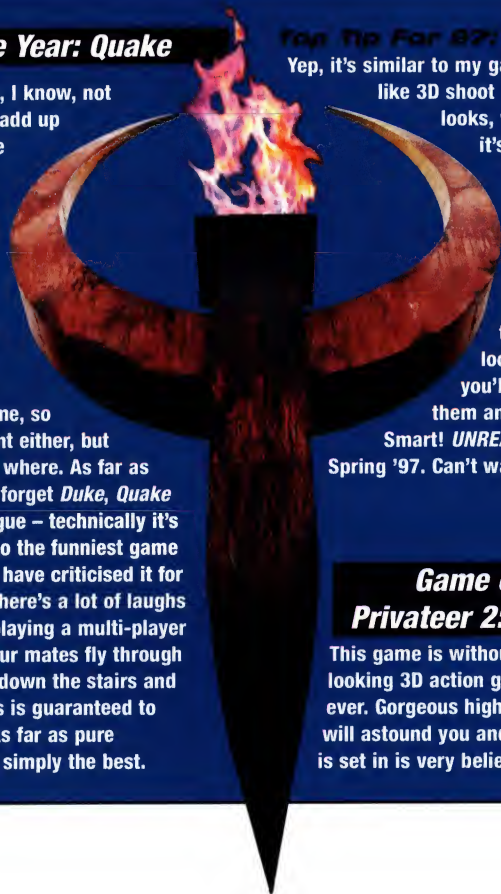
486 FRIENDLY

The DX2 is still one of the most popular spec machines, but how do you know what games will run on the thing? This icon shows you which games you can still enjoy even if you don't have a ninja Pentium.

Looking back

Game of the Year: *Quake*

Surprise, surprise! Yeah, I know, not exactly original, but if I add up the number of hours I've played *Quake* over the past year it would win hands down – apart from *CM2* that is, but that was released last year, so it doesn't count. And, yep – those hundreds of hours I clocked up were spent playing the network game, so maybe that doesn't count either, but you've gotta start some where. As far as I'm concerned, you can forget *Duke*, *Quake* is just in a different league – technically it's on another level. It's also the funniest game I've ever played. People have criticised it for being humourless, but there's a lot of laughs to be had when you're playing a multi-player game. Just watching your mates fly through the air, heads tumbling down the stairs and exploding over the walls is guaranteed to raise a guffaw or two. As far as pure entertainment goes, it's simply the best.



Top Tip For 87: *UNREAL*

Yep, it's similar to my game of the year, but I like 3D shoot 'em ups and *UNREAL*, looks, well unreal. Graphically, it's awesome and if the level editor promises to do just half of what Epic predict it will do, it will be absolutely amazing. Not only will you be able to design the most awesome looking levels, but then you'll be able to run around them and shoot all your mates. Smart! *UNREAL* is due for release in Spring '97. Can't wait.

Jeremy Wells
Editor

Game of the year *Privateer 2: The Darkening*

This game is without doubt the best-looking 3D action game I have ever seen, ever. Gorgeous high-detail polygon ships will astound you and the universe the game is set in is very believable and true to its



own rules in every way. Add to this a very engrossing story-line, loads of famous actor types (Clive Owen, David Warner, Christopher Walken, etc) and you've got an overall gaming experience to compete with the best. I reviewed this game about two months ago and I'm still playing it now, just messing about in the universe exploring the many sub-plots you can come across in the game. Surprise hit of the year, for me at least!

The Windows 95 logo, featuring the four-pane window icon in red, green, blue, and yellow, set against a blue background with a white grid pattern. The text "WINDOWS 95" is written in a bold, black, sans-serif font below the icon.

WINDOWS 95

90+	CLASSIC
80-89	RECOMMENDED
70-79	GOOD
50-69	AVERAGE
40-49	BELOW AVERAGE
20-39	POOR
20 and below	PANTS

In perspective

Game 1



Game 2



Reviews index

PC Zone use Dan PCs exclusively 'cos they're absolutely fab. If you want any more info on Dan machines, you can call them on:

0181 830 1100

dan
Personal Computers

*The People's
Choice*

Chris Anderson
Deputy Editor

Game of the year: Quake

For me, though, DMA Design's wicked new slant on the real-time strategy genre, *Tanktics*, is my top tip for '97.

Paul Mallinson
News Editor.



Cool games

.....
Tomb Raider

..... Creatures

DD2

Quake

Virtua Cop



Crap games

.....
Net:Zone

.....
Daytona

Surface Tension

3D Ultra Pinball 2: Night of the Creeps Pinball Construction Set



**GRAND PRIX
MANAGER 2**
(PC CD ROM)



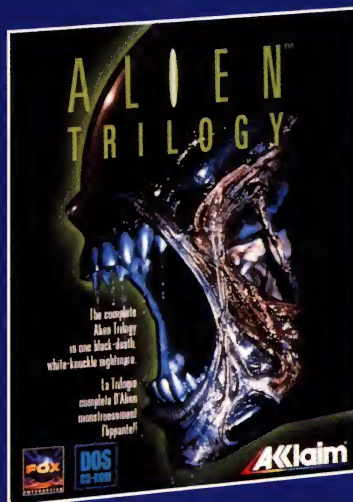
BATTLESHIP
(PC CD ROM)



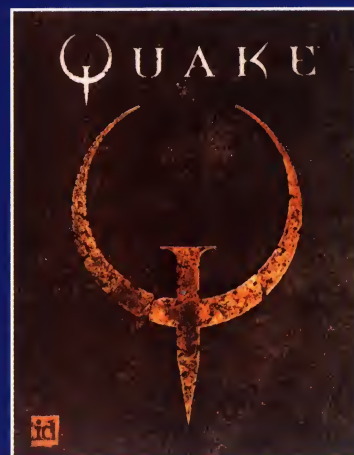
**MAGIC
THE GATHERING**
(PC CD ROM)



JETFIGHTER 3
(PC CD ROM)



ALIEN TRILOGY
(PC CD ROM)



QUAKE
(PC CD ROM)



**PRIVATEER
THE DARKENING**
(PC CD ROM)

...more games for christmas

All items subject to availability at participating stores.



HMV

...get
what you want
for christmas



Destruction Derby

Patrick McCarthy's driving skills ensure that his life is like one long game of Destruction Derby. Who better to review, etc etc...

PEOPLE WHO PLAY COMPUTER games can be broadly subdivided into two distinct types. Those who take due care in what they're doing and those who don't. When some people first get their hands on a driving game, they spend hours poring over the manual trying to make sure they know exactly what does what, which buttons to press, which are most likely to be the best cars for a particular track, and what the most successful tactics are likely to be in any given situation. They might spend a little time checking out the courses, then a little more time making sure they've tweaked their chosen car, where possible, for the circuit they're about to use. Then they'll start to play... Put them in front of a flight sim, or a city-planning game, and they'll take exactly the same care.

Then there are the other sort of people. As soon as this type get their hands on a driving game, they load it up and launch straight in. They pick whatever car is the default, and the first track on the list. As soon as the race starts, they turn round to face



(Above) The delights of French driving brought straight to your PC.

(Below) Two cars having a snog. (I don't think so - Ed.)

the wrong way and, putting their foot to the floor, race off in the wrong direction in an attempt to cause the biggest multiple pile-up in the history of motor-sport. If it's a flight sim, they'll see if they can fly in through the window of the conning tower and



2

PC
ZONE
RECOMMENDED

WINDOWS 95

and on the air traffic controller's desk. In a city planning sim, they'll try to build a town on an area of land usually only seen in Dr Seuss books. And so on. *Destruction Derby* is aimed squarely at these personality types.

Kapow...

The original *Destruction Derby* took an approach that nobody had ever thought of before in a racing game – or if they had, they'd dismissed it. There'd been games before in which you could damage your car if you smashed into something else – notably the very first version of *Indycar*, *Indianapolis 500*, in which people actually used to save their crashes and show them to their fans. The devastation was incredible, for the time – shards of polygons flying all over the shop.



Three ways to play

WRECKING RACING

Wrecking racing is a proper race, with points gained by doing well in the traditional manner. Yer man Damo would be comfortable with this form of racing (as long as his car was miles better than anyone else's): a set number of laps, winner gets the most points: the traditional arrangement – except it gets a bit rougher than the average touring car championship event. You can take part in a Championship, have one-off races, or do time-trials.

STOCK CAR RACING

It's a race, but who comes first is not as important as how many points they get while doing it – and you get points for smashing into other people so hard that their car pirouettes – the more degrees it turns, the more points you get. In stock car racing, you might win the race, but end up with fewer points than some psychotic with a knack for bouncing other people over the barrier. You have the same options as in wrecking racing – championships, one-off races and time trials.

DESTRUCTION DERBY

Racing goes out the window. And so do your windows. Everyone starts in a circle, evenly spaced around what looks like a giant salad bowl, facing inwards. The man says go, and you charge headlong into everyone else until your car dies. Again, the more you can get other people's cars to behave like something from a sick version of *Holiday On Ice*, the more points you get. There are only two options: practice, or get involved in a bit of Total Destruction, in which your only aim is to survive.

(Above) Crash, bang, wallop, wee-eee!

(Below) Don't brake – just overtake – by means of a backflip.

But there'd never been a game in which smashing into other cars and wrecking everything in sight was almost the sole reason for its existence. And yes, as a result, the original DD was a laugh. Only a short-term laugh, though. Because there are only so many times you can crash into something head-on and find it exhilarating. After a while you want some kind of long-term objective. And you get bored. And that's where the first game let itself down. The racing, actually haring about on the track part, wasn't really very good. The tracks were restricted (and restricting) with high-sided walls, and had too many right-angled turns to allow you to get much speed up. It got boring very quickly.



The music

A quick word in your ear about the in-game music. It's shite. It's rent-a-metal with about as much originality as the average party political broadcast. That's all.



The tracks

The tracks are a lot better than those in the first game: they're wider, for a start, so you can actually go round the corners without losing both doors in the process. There's even room to overtake. Many of them are very twisty, and offer alternative routes – almost *Wipeout*-like, you might say. They're also a lot better looking, and many of them have nasty little (and sometimes not so little) humps to throw you arse over tit.

The first four can be accessed at any point, so you can see those for yourself in any shop. But the last three have to be earned: get to Division Three for the first, then Two, then One for the other two. And good luck.

BLACK SAIL VALLEY

Depressing, dark and gloomy circuit with a number of alternative routes. A bit like one of the harder *Wipeout* tracks – except if you do any hovering in this, it will be against your will.



LIBERTY CITY

A fast, twisting city circuit that takes place at night, and suddenly becomes a fast, twisting off-road circuit with a disturbing jump, thanks to the road being under repair.



ULTIMATE DESTRUCTION SPEEDWAY

Murderously tight sections of track (where, if you get wedged sideways, you can get permanently stuck) and a steeply banked bend. Again, lots of alternative routes are available.



Kablooey...

So here's the follow-up. And it's much improved. For a start, the graphics are vastly superior to those in the original. There's real-time lighting and full gourard shading on all the cars; the cars themselves are far more detailed, and the collisions a lot better as a result. You get proper debris in a crash – your bonnet flies off, your boot becomes a spoiler, then a flying saucer... your car can even lose its wheels (which makes lovely little sparks fly out if you keep on driving: always nice as a treat for the kiddies). Oh, and you can come into the pits for repairs, now, too. If you're a big girly.

The tracks are better, too. Where the first game's were narrow, looked a bit like they'd been built through the middle of a shanty town out of old advertising hoardings and had all those difficult to negotiate corners, the new ones are lush. They're longer, and so much wider you might be indulging in a lovely drive across the African veldt.

(Above) "The hills are alive with the sound of... er, cars crashing."



(Below) Hey, stop the race, I want to get out and gamble.



(Except you don't get loads of other cars trying to reverse over your in-car stereo on the African veldt. I don't think you do, anyway... if we have any readers in the African veldt, write in and let us know.) There are a lot more features on the tracks. Features that will make life more difficult for you, like lumps and jump ramps and trenches and sheer drops and stuff. There are more crossover sections, more tunnels, banked corners, *Wipeout*-style alternative routes... one of the best jumps has you barrel-rolling, James Bond-stunt style. And if you get it wrong, you revolve lengthwise, which is rather more disconcerting (see film-style panel able).

And the collisions are better. Instead of just crashing, you can flip, roll (and roll and roll), and spin in the air. In one of the destruction derby bowls you can get so high you come down with angels' toilet paper draped over the windscreen.

Ka-ching...

There are one or two things which are a bit irritating – not the least of which is





the direct porting of the way you have to save and load games and control set-ups. All the menus in which you have to enter information, such as when you choose your name for the Championship mode, are a complete pain in the arse: okay, we know the game was originally designed for the PlayStation - but on the PC we have new-fangled things like keyboards and hard drives. So having to select letters from a block and type them in one at a time with the press of a button is a wind-up. As for having a bank of memory blocks to save games into in the same way as a psx... The other thing is the lack of a network option. Psygnosis have confirmed it won't be on the version when it's released, but will come out on a free patch later on.

This isn't as much of a problem as it would have been with the first version, because the one-player options have a lot more to them. Many people don't have access to a network anyway, but it does smack slightly of a game that's being rushed out.



Krunch...

Anyway, as far as the gameplay goes, not much has changed. There are still the options to race properly for position, to race for a combination of position and get extra points for smashing the shit out of other people, or just gather round in a big circle and try to kill people by driving through their front windshield.

The one major difference in the gameplay is the level of difficulty. It's rather like the first version of Wipeout, in that it takes a long time to get the hang of handling the car. Most people around here are pretty handy at driving games, but we all found it difficult to get anywhere at first. Perseverance is the key.

Overall, though, the game is a huge improvement over the first version. The graphics are better, the tracks are better, the way the cars handle is better. In case

(Above) The crowd gets tetchy as the drivers insist on competing for the Olympic trampoline trials.

(Below right) These are the kind of drongos you're up against.

In Perspective

There aren't really any other games like *Destruction Derby*, but here are some comparisons anyway.

Destruction Derby

Destruction Derby 2

Screamer 2

Network Q RAC Rally

you're wondering why, in that case, it has a lower score than the first version, it's quite simple: things have moved on, and racing games in particular have made a huge leap from the time the first version of this came out. Whether you want arcade thrills and spills, or a proper simulation, there are already a great deal of very high quality games available - and more on the way. This, however, is still a much-improved game with a lot to offer, and provides a good long-term challenge. Well worth a look. **Z**



Tech specs

Memory: 8Mb DOS/16Mb RAM Win95

Processor: P90

Graphics: VGA, SVGA

Sound: All major sound cards

Controls: Keyboard, joystick

Score

86

Much, much better than the first one. But there's more competition.

Price: £44.99 **Release Date:** Out now

Publisher: Psygnosis

Tel: 0151 282 3000

dan The People's Choice
Personal Computers

The bowls

RED PIKE ARENA

The only bowl you get at the start of the game has a large mound in the middle of it. It's like driving on a gigantic, recumbent Bernard Manning.



THE COLOSSEUM

Much the same as the first bowl, except that the surroundings are a bit more House Beautiful: lots of Roman columns and big white facades. A bit like Regent's Park.



THE PIT

Has a very steep drop into the middle. And no, it's not full of sweaty hair. But if you wait a second or so at the start you can park on someone else's roof.



DEATH BOWL

The Death Bowl sounds like one of those 'futuristic' American football games. But in fact it's a big bowl with a sheer drop on one side to push people over. What larks!



HOT STUFF

PC CD - ROM CLASSICS

Hot PC games in funky orange boxes.

And, at only **£12.99** each,
they won't burn a hole in your wallet.



**Micro Machines® 2
Special Edition
£12.99**



**Psycho Pinball™
£12.99**

"Perhaps the best multi-
player game money can buy"
90% PC Gamer •
92% PC Zone •
96% PC Attack •

"The most entertaining
pinball sim yet!"
• 91% PC Power
• 90% PC Games

CLASSIC HITS

www.codemasters.co.uk

© 1995, 1996 Codemasters Limited. All Rights Reserved. Micro Machines is a registered trademark owned by Lewis Galoob Toys Inc. Codemasters is using the trademark pursuant to a licence. Codemasters is not affiliated to Lewis Galoob Toys Inc. Psycho Pinball and Perfect Motion are trademarks of Codemasters Limited. Codemasters is a trademark of Codemasters Limited.

Virtua Cop

Patrick McCarthy has never had the slightest desire to be a cop, virtua or otherwise. His hands are too fat to do the handshake and he looks dreadful in an apron.



IF YOU'RE AT ALL FAMILIAR WITH *Virtua Cop*, it will almost certainly be because you're one of those types who visit arcades, push loud-mouthed children out of the way and put all your beer money (or curry money or child maintenance or whatever) into the machines. You will also almost certainly be aware that *Virtua Cop* has been more or less superseded by another shooting game called *Time Crisis*, which has something to do with a frustrated watchmaker going berserk in the streets of Gstaad with an automatic pistol. (Something like that, anyway. We don't really pay a lot of attention to the plots.)

Hot new arcade game hits PC shock... well...

Time Crisis was the the first game that actually lets you duck when you're being shot at. *Virtua Cop* doesn't have any of that. *Time Crisis* lets you hide behind handily placed large objects, pop up to redecorate the walls of whatever shop in Gstaad High Street you happen to be in with blood and offal rather than chocolate and clocks, and duck out of sight again, tittering to yourself. (Until you pop up at the wrong moment.) *Virtua Cop* is a straightforward *Operation Wolf* or *Terminator 2*-style blast. So what we're saying is that although it may at first seem pretty swish to get an



(Left & right) If only real life bad guys could be identified by a red or green hit circle. Mind you, most of 'em would be Tory MPs...

(Above) ... except for that fucking furry git from Crinkley Bottom who flies his own chopper...



arcade thing like this on the PC, don't get too carried away. Because a) it's not exactly up to the minute in the arcade world, and b) we've seen this sort of thing before.

The virtua bit

Alright, so technically it's better than the older games mentioned. The 'Virtua' bit seems to come about because you 'move' through the area in which you're blasting merrily away at everything, climbing slag heaps or riding escalators as you shoot. (You do this automatically, in a game-on-rails style, and the people pop up conveniently as you get to certain pre-set places.) And the other advancement is that the people you're

(Left) Hit a hostage and you lose a life. Mind you, in those awful baggies you'd get a life, surely?

(Below) You got something against baggy trousers, pal?





Tech specs

Memory: 8Mb

Processor: P90

Graphics: SVGA

Sound: SoundBlaster and 100% compatibles

Controls: Keyboard, joystick, joystick and mouse

shooting are polygonal rather than sprite-based, and that they react differently according to where they're shot. They slump over if you get them in the knees, clutch their wrist if you get them in the arm, or grunt and start supporting Millwall if you get them in the head.

The cop bit

As far as the cop bit goes, it's all very fast-paced and action packed. More John Woo than policing as British Bobbies would know it: there's little or no chance to push anti-ring road protestors under bulldozers, shout through the letterboxes of dead pensioners or run down schoolchildren in a high-speed car chase and walk away free. It's 'bang, bang you're dead', from start to finish.

Probably much as you'd expect from a shoot 'em up, of course...

The review bit

As far as the conversion goes, it's pretty well done – if you have a P133 or above. The recommended minimum spec, according to Sega, is a P90 with 8Mb RAM. Bollocks, it is. On a P90 with 64Mb, it ran like a snail with arthritis. It was unplayably slow. Even on a P166, there are times when the screen doesn't pan as quickly as you'd like to show the people shooting at you. So be warned.

To be fair, the control system works surprisingly well: left click on the mouse to shoot, double right-click to reload. To allow for a bit of mouse judder, you can adjust the sensitivity of the mouse aiming, allowing you to be a little wilder in your aiming and still get away with a hit. The downside is that you can also accidentally shoot the hostages when aiming at the mobster who's using them as a human shield.

As a game you'd stick 50p into in the arcade (actually, it's probably more like £2, these days), it's alright, if you can't get onto *Time Crisis*. But you wouldn't want to pay 40 quid for it and play it over and over again. For a start, it's not



The hostage situation

If you aren't familiar with the game, there are hostages. Or, to be more accurate, brain dead cretins who deserve to have their genitals shot into paté. They pop up all over the place in their crimplene shirts and disgusting faces, squeaking pathetically about not wanting to die ("Ooh, ooh, help me" or somesuch nonsense – I didn't really listen). It's *always* just as you're trying to get a bead on a bastard mobster. God, I hate them. They are *such* an inconvenience. Just shoot them. That's what I do. So what if it costs you a life? Shoot them anyway. Shoot them twice.

This would all be a lot more satisfying, of course, if you could map digitised faces of famous people onto their heads, and add your own samples. If you really don't care whether you shoot them or not it could be people like Mother Theresa. (Squeaking, "Oooh, oooh, I'm really poor...") Or the Queen Mother ("Oooh, oooh, a fishbone – cough – a fishbone..."). If you wanted an incentive not to shoot them, it could be Hathaway from *ER*. Or your Mum. ("Don't shoot! It's your Mum! I've got your dinner...") Or whatever.

(Above left) SAS or Professionals? Go on, shoot the gits – one of 'em's bound to be Lewis Collins.

that long a game. Put it on easy, put the continues up to 9, and even the most ham-fisted person should be able to get through the game in one go – about half an hour's playing time. I did it even though I was shooting all the hostages as a point of principle. I know, we shouldn't moan about the length of a game if they put it on easy, but there are a lot better players of this sort of game than me, and presumably they could do the same thing on the Normal setting. Even if you have the machine to run it, it's just not worth the money. **Z**

Score

78

I'd play it. But I wouldn't pay money for it.

Price: £39.99 **Release Date:** Out now

Publisher: Sega

Tel: 0181 995 3399

dan *The People's Choice*
Personal Computers

(Left) Blam, blam, blam, blam, blam. Shit, I missed.

(Below) Justice Shot, was that the guy that investigated Westland Helicopters, then?



**Unlike some stand up
comedians.... *Mutant* penguins
don't need gimmicks**



**PC CD-ROM &
WINDOWS 95**

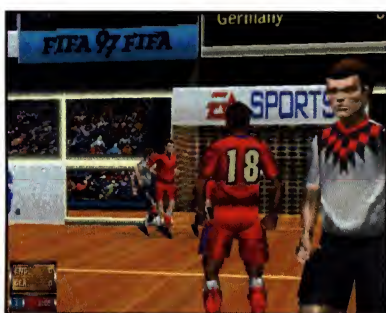
GAMETEK



FIFA Soccer 97

Patrick McCarthy's head imploded when he tried to write his 347th football game intro. He looks a lot better for it, mind.

WELL, IT'S THAT FIFA TIME OF YEAR again. No, wait – don't go. This year they've actually worked on it a bit, instead of giving us the largely cosmetic changes of the recent past. If, like me, you always had a bit of a problem with previous versions of FIFA, you'll be pleasantly surprised by this one. The intelligence routines always used to take over too much – a typical scenario would see you shoot, and the goalkeeper parry it; then, before you could take control of your nearest lurking forward, he would launch himself at the ball on his own, usually heading the ball wildly into the



(Above) To prevent long-term absence through groin strains – Alan Shearer please note – FIFA 97 players have hinged hips for easy replacement.

(Left) Either the groundsman's slacking on the grass front, or this is an indoor pitch...

(Below) Ah, I know what's missing – hordes of press photographers behind the goal.



flat-packed crowd for a goal kick, or volleying it over the Virtual Roof™ into the Virtual Carpark™. And even if he did score, there was no satisfaction for you. In this version, the intelligence is much improved – at the hardest of the three difficulty levels players react to the ball, but still wait for your input when they get it. (Mind you, at the easiest they can still occasionally be guilty of taking matters into their own hands...)

This might seem like an obvious thing for a football game to do, but for an EA game, it's the evolutionary equivalent of the first multi-celled organism. You can even pass the ball into space, for heaven's sake.

New features

As well as the improved AI, there are a number of new features in the gameplay, including an indoor football option (which actually works pretty well), selectable pitch size and more teams to choose from.

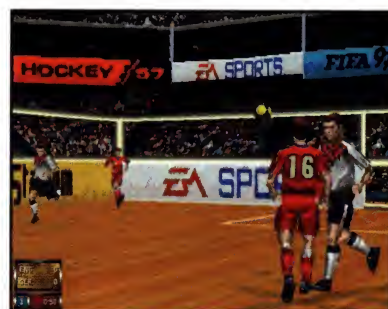
The difficulty level has been stepped up against computer-controlled teams.



If you're one of those weirdos who've persevered with FIFA's arcane controls to the extent that you're actually good at it, this will be good news. If, like me, you want your controls intuitive and context-sensitive, and haven't bothered getting beyond the pass/chip/shoot stage, this will be extremely bad news. The computer-controlled Zambian who beat five players from the kick-off and scored in the top corner would probably disagree, but I don't think they actually needed to make it that much more difficult. After all, if you're a bit of a maestro and wanted to make it difficult for yourself in the past, you could always pick a weaker team.

Presentation is all

There's an all-star commentary line-up (well, part-star, anyway): Des Lynam introduces the game, John Motson provides the commentary, and Andy Gray mutters away self-consciously in the background every now and then. The best thing you can say about his contribution is that most of the time you can't hear it.



In Perspective

FIFA 97 is undoubtedly the best version of the game to date, but it's not perfect. Maybe next year...

FIFA Soccer '97

Sensible World Of Soccer 96/97

FIFA Soccer '96

Actua Soccer

Euro '96



Motion Blending

We did all the coprophiliac jokes about Motion Blending last month in the Blueprint, so to get all consumer-show about it, we'll move swiftly on to what it actually means for you, the *gamesplayer*. David Ginola went through the motions for them (presumably they got someone else in to do the tackling) and the animation is good, even down to the players' shoulders moving when they run (unfortunately, up close they seem to have large hinges in their shorts, but that's another matter). And the whole thing's well presented.

Gripes of wrath

But there are still one or two gripes with this version. For instance, the boards in the five-a-side obscure the action on the nearside of the pitch. And some of the ratings leave a little to be desired. For example, Corinthians, who've won the Brazilian Championship a couple of times in the last six years or so, come out rated lower than Perlis, a team from Malaysia. Perhaps Perlis are



Trading Places

Picture the scene: you happen to support a team whose idea of big spending is getting a new tea-lady in the executive lounge. You'd dearly like to play a League campaign but their ratings are so low, and computer-controlled teams so good, that you keep getting thrashed. Well, fret no more. Thanks to new Theft-O-Matic, you can trade anyone you like (or more accurately, dislike) in your team for any other player. Now you know what it's like to be Silvio Berlusconi. You might choose to exercise a little self-restraint – but let's face it, you probably won't. My iron self-restraint is a by-word in the world of football management, however, and my Tottenham team ended up having only minor changes made to it. This is how it looks now: Pagliuca; Kohler, Sammer, Maldini; Anderton, Overmars, Sousa, Djorkaeff, Hagi; Kluivert, Weah.

(Left) In the five-a-side section, the side boards obscure action on the near side of the pitch meaning that you have to use the word 'side' four times in a sentence. Foul play, ref!

(Right) Well, I still say our supporters are less pixellated than yours.



unheralded giants of world football. Perhaps not.

The database thing works well, the gameplay is more down to you, and the network options (up to 20 people can play a game at once) will be great if you have that many people to play with. Overall, EA are definitely getting there, and this is the best version of the game to date. **Z**



Ohhhhhh-Ahhhhh! It's David Ginola!

Man Utd may have the barrel-chested Eric, but the Toon Army have their very own French import – Dishy Dave Ginola, the flying French winger, king of the catwalk and all round top bloke in a stripey shirt. He may fall over a lot and complain to the ref if an opposition player comes within ten yards of him when he's got the ball, but no one can deny that when the ball is at his feet he's a bit of a whizz.

PC Zone caught up with him the day after Newcastle hammered Villa in a 4-3 thriller that left poor Dave nurturing a strained thigh injury:

PC ZONE: So Dave... Can we call you Dave? You did have a bit of a quiet game last night, what's up?
GINOLA: Merci, you are too kind. Actually, I'm recovering from a thigh injury so I was trying not to injure myself further, and in doing so I managed to injure my other leg. That's the way it goes sometimes.

PC ZONE: So were you out celebrating with the rest of lads in all the local hot spots last night then?

GINOLA: I have discovered Newcastle by night, but I don't drink a lot. I know the moment I have to stop. So many times my friends drink, drink, drink and – what you say? Vomit!

PC ZONE: You must get a lot of attention when you go out in Newcastle, especially from the Geordie lasses. How do you cope?

GINOLA: I'm shy when people tell me I'm sexy. It makes me embarrassed that women want to go to bed with me. I came here to play football, that's all. I remember at the beginning of last season when I went for a walk in the street with Les Ferdinand. People kept coming up to him and ask for his autograph, but nobody wanted mine. They thought I was just a friend of his.

PC ZONE: Surely not, Dave! You were recently voted the 35th sexiest man in the world in a poll ran by the *Sun*. You're a bit of a super star!

GINOLA: People talk about me in terms of being a superstar. But I'm not a superstar. That's someone like Superman or Spiderman. All I do is play football.

PC ZONE: But you do like girls, Dave?

GINOLA: But of course! I like women but I don't like girls like Kate Moss. They are too skinny. I like women with chest.

PC ZONE: Finally, who do you rate as a defender in England?

GINOLA: There are great defenders here. I just don't know their names.

PC ZONE: Lee Dixon?

GINOLA: Yes, he is very good. So is Gary Neville. There are a lot of good players in England now. It's always tough to play against any side now. We are Newcastle and they want to beat us. We never have easy games any more.

PC ZONE: Except against Man Utd, of course.



Tech specs

Memory: 8Mb RAM (16Mb recommended)

Processor: Pentium 75

Graphics: SVGA

Sound: SoundBlaster or 100% compatible

Controls: All major joysticks/gamepads

Score

86

Quite simply, the best version of *FIFA* to date on the PC.

Price: £39.99 **Release Date:** Out now

Publisher: Electronic Arts

Tel: 01753 549 442

dan *The People's Choice*
Personal Computers

THE BITMAP BROTHERS

Z

**"THE LAST
WORD IN
ACTION
STRATEGY
GAMES"** EDGE.



92%



OUT NOW ON PC CD-ROM

© 1996 The Bitmap Brothers. Published under exclusive licence from The Bitmap Brothers by Renegade Software. Renegade Software is a Warner Interactive Company. A Time Warner Company. Distributed by Virgin Interactive Entertainment.



NOT TO BE MISSED - Z PLATINUM EDITION

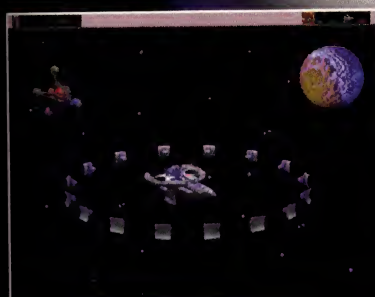
INCLUDES:

★ FULL VERSION OF Z ★ Z X-TRA DISC ★ Z T SHIRT
★ Z MOUSE MAT ★ Z KEYRING ★ Z PIN BADGE

RRP £49.99 AVAILABLE AT YOUR LOCAL GAMES STOCKIST FROM DECEMBER FOR A LIMITED PERIOD ONLY

Star Control 3

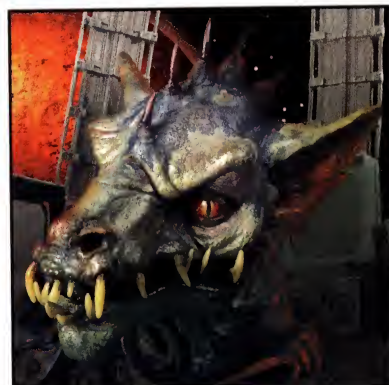
It's been four years in the making, but the sequel to the juiciest, most seminal 'Star Trek' 'em up ever – *Star Control 3* – has finally materialised. And so, it is **David McCandless**, once 'Emperor Star Control McStylee', now four years older, four years wiser, and four centimetres more receded, who reviews *Star Control 3*.



RIGHT, WELL, BASICALLY, YOU, humans that is, – in er, 2116 – joined the Chenjesu and the other races (the Syreen, Pkunk, Chmmr, Arilous, and Orz) in the Alliance of Free Stars to battle the Ur-Quan Kzer-Ka and their thralls (the Spathi, Mycon, Vux). Got that? Then a bunch of humans found a Precursor factory in a cave on Vela 2 (renamed Unzervalt). The Captain, ie. you, piloted this ninja Precursor ship back to Earth only to find it had been conquered by the Ur-Quan Heirarchy. Blah-de-blah. Loads of battles. Blah-de-blah. You are skill. Fin. *Star Control 2* ends, as these things must, in a massive explosion. "Great shot kid, one in a million!" etc.

Except old Capitano (ie. you) got a nudge on the noggin and has a bit of a dream/vision thing where he sees all life in the galaxy dying, screaming. Reasonably upset, he appears on 'Kilroy' a couple of times and then retires from public life. Meanwhile with no common enemy to fight, the Alliance starts to crumble, and then for some reason, hyper space travel no longer works

(Right) Trousers, did somebody say trousers? How dare you!



("inter-dimensional fatigue"). The Captain re-appears, piloting the only ship which can travel between the stars (using "Warp Bubble" technology) and sets about colonising the Kessari Quadrant where his vision took place.

(Below left) Yup, 'Star Trek' fans can breathe a sigh of relief.

(Below right) Wonder what language an Eye On The End Of A Penis talks? Well, we know he writes in French letters...

So, what's it about?

Star Control used to be hard to define, but now it's easily nutshelled by the adjectives 'combaty, logistically managerial, and arcade adventurery with a bit of strategy'. You start off with a single fleet, on a single planet, in a single system. By juggling resources with exploration and diplomacy, your aim is to gradually fan out from your point of origin and colonise the entire quadrant of 200 or so stars. Things are compounded by the fact you only have one interstellar ship, so





(Left) Too much emphasis is placed on the managerial side of things. Boring.

(Right above) Wottheheck is that? A half-eaten intergalactic McDonalds?

(Right below) Oh, I see the Head and Shoulders worked, then...



“you must personally “seek out new worlds”, personally dump the colonists on ideal planets, and personally protect them should any nasty, hungry monsties happen across them. Also, since cosmic communication is “down”, you’re also facing the unknown. Aggressive automated probes hint at a nasty hidden race somewhere in the region. Long forgotten colonies of Pkunk and other alien races may well be dotted around. And, of course, there is the incessant in-fighting and political disputes of the several alien races under your command. These can sometimes be solved with diplomacy, but you do, of course, have to be aware of their customs and ways. You could end up offending them by your politesse, or declaring war on their entire species just by accidentally mentioning the word ‘trousers’.

When diplomacy fails – as we all hope it does – then combat, alas, must fill the void. SC3 comes with the joyous ‘Melee’ combat system – much maligned for its 2D graphical front-end, but much butt-massaged for its enjoyable gameplay. In Melee, combatants pick one ship at a time (from a roster of 30). Each has differing handling characteristics, speed and manoeuvrability, as well as two distinct weapons – normal and special. Each ship sports a finite number of crew and energy. Energy recharges. Crew do not. When the vessel is down to ‘zero men’, it explodes. And in this strange gladiatorial fashion, a fierce skilful battle is fought.

But it looks so good

Star Control 3 has obviously upgraded the Melee’s appearance, along with all the other graphics. The ships are now pre-rendered, light-sourced beauties, their hulls glistening with the fraught explosions of combat. There are ten or so new ships – from the Kessari fleet – with odd characteristics, including the

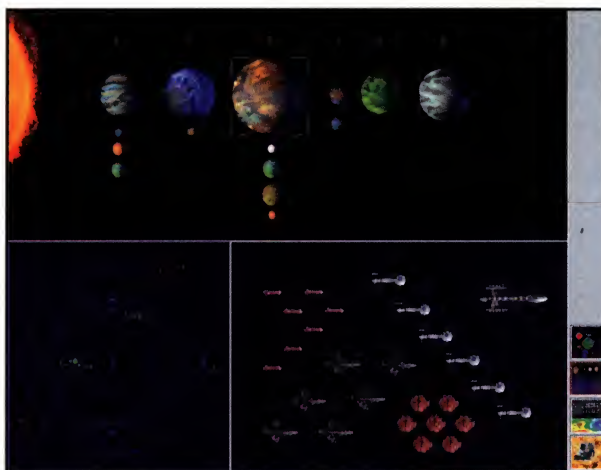
phase-shifting LK Sanctorem, and the deadly Daktaklakpak Vivisector, which has annoying homing proximity bottom missiles. The Melee can now also be played at two angles – above or on a weird 3D isometric plane – and over a network or modem.

Overall, though, wouldn’t you just know it, SC3 is a little disappointing. Playing it, you get the feeling that this sequel was ordered by a bunch of suited execs who had seen the sales figures, figured that SC2 was a big success, and then commissioned a sequel without really understanding why it had been so brilliant. SC2 had all the trappings of a great story – a cool plot, great visuals, brilliant characters, a top combat system, and some very classy, very funny writing. The hook was this mystery – what the hell had happened to the Ur-Quan? The impetus was you – you had to plough through the solar systems, collecting resources, forging alliances, and piling on the pounds for Earth’s defence net. And as the story unfolded, more mysterious stuff arose.

Your ego goes on a trip

SC3 dwells too much on the managerial Civilisation/Reunion type of thing and doesn’t give enough emphasis on the

(Below) Planets, stars, asteroids (ouch), galaxies. Just your basic universal ‘A-Z’.



‘you’ aspect or the story. Gone, for example, are the planet surface missions where you had to pilot this crappy little sprite around a dangerous planet surface picking up precious minerals. Now, you just allocate a dig site and then chuck a few men into it, and then return in a couple of game day’s time. Boring. In SC2, you also had to fly the ship around each solar system. Now it does it for you, automatically. Boring. And now you build colonies here and there, allocating minerals and fuel to them, and leave them to thrive. Boring. The plot’s there. The combat’s there. The characters are there. But there’s all this boring fluff in between. Star Control 3 is a good game, but it’s not a patch on its predecessor. **Z**

Tech specs

Memory: 8Mb

Processor: 486 (Pentium recommended)

Graphics: SVGA

Sound: All sound cards supported

Controls: Keyboard, mouse or joystick

Score

75

A sequel to a good sequel.

Price: £39.95 Release Date: December

Publisher: Time Warner

Tel: 0171 391 4300

dan The People's Choice
Personal Computers

In Perspective

It's a head-to-head race between *Ascendancy* (my favourite) and *Masters Of Orion II* (Chris Anderson's favourite) in the Royal Ascot Space-Based Resource Management Handicap Stakes at the moment. *Fragile Allegiance* doesn't have enough depth to touch either I'm afraid.

Masters of Orion II

Ascendancy

Fragile Allegiance

« means you have to put down a few more filters) and the levels of available ore. And since you pretty much want as much of every kind of ore you can get, you're not likely to turn your back on any of them.

It's life, Jim, and pretty much as we know it

Stretch out far enough and before long you'll start bumping into the aliens. At this point things start to get more interesting, but it isn't long before you realise that this is simply by dint of there being more going on. One of the key marketing features Gremlin were making about the game was the use of face-to-face diplomacy. Once again, though, this side of things fails to live up to its promise. Essentially, you can either sign a peace treaty with another race, sign a joint combat treaty with them against another race, or accuse them of spying. And that's it.

What the whole process lacks, once again, is any feeling of depth. There are no subtleties, no specifics. You can say,

(Right) it may be an efficient place to work and mine for ore, but you know, there's just no atmosphere (groan).

(Below right) With enough ships to hand, you can form them into a giant fleet. From there you can send them out to pay a 'courtesy' visit to a friendly race (complete with 'courtesy' nuclear warheads and detailed battle plans – for training purposes only, of course).

(Left) Sci-Tek is your one-stop shopping choice for all manner of up-to-the-minute technological goodies. Improved mining heads, bigger and better weapons, even advanced ship designs. All available at low, low prices.

(Below) I mean, it's nice and all. But could you call it home?



“Help me fight these guys”, but you can't say *how*. You can just set a time limit within which they have to launch an attack or pay a fine. Instead you want to be able to form detailed battle strategies, combine forces, ask them to send certain troops and so on.

The flip side is the peaceful negotiating that goes on. Again, no depth. This boils down to a 'no-attacking' policy. Rather than that, you want to be able to trade knowledge and technologies, to combine mining resources and set up joint operations, all the things that help to improve your operations. What little trading that goes on between the races boils down to either buying and selling surplus ore stocks, buying and selling missiles, or buying and selling strange goods that you can't actually use other than for trading to someone else.

Occasionally you are given the choice of sending spies to other asteroids to report back on their status or sabotage some of their facilities. This perks things up a little but isn't enough.

When two tribes go to war...

The final thing to look at are the actual combat procedures. Again, these are very basic and leave you with little feeling of control. You can build ships, assign them to fleets and tell them to go and fight someone, but then it's out of your hands. The only things you control are how many ships do battle and when they should retreat. There's no room for tactics and no chance for detailed plans. It isn't possible to co-ordinate your attacks with other races and, more than that, you don't even always get to see what's going on.

Fragile Allegiance's biggest problem is that it's all surface. There were a few nice ideas here, but never do you really get the feeling that there's very much going on behind the scenes. Every new game runs along very similar lines and without that room for variety, you find



yourself with very little incentive to return to it. Resource management games all tend to work along similar lines. Unfortunately, it's the levels of depth they add to them that makes the difference. **Z**

Tech specs

Memory: 8Mb

Processor: 486 DX2/66

Graphics: SVGA

Sound: All major cards

Controls: Mouse

Score

68

It tries hard but just doesn't have the depth.

Price: £44.99 (SRP)

Release Date: December 1996

Publisher: Gremlin Interactive

Tel: 0114 275 3423








dan The People's Choice
Personal Computers



Intense Underwater Action . . . Better Hold Your Breath!

ARCHIMEDEAN DYNASTY



-  Stunning Hi-colour, Hi-res graphics with 65,000 colours
-  Atmospheric surround sound
-  Detailed storyline with real-time battles in SVGA vector graphics
-  Realistic underwater motion and current simulation
-  Impressive arsenal of weapons
-  Interact with hundreds of characters
-  Advanced dialogue system



Humanity ends where the deep begins . . .

Check out <http://www.bluebyte.com>

Blue Byte Software Ltd • 22 Billing Road • Northampton • NN1 5AT • United Kingdom
Tel: 01604 - 232200 • Fax: 01604 - 24553



Blood & Magic

Paul Presley's got a few things to say. Unlike Interplay's latest.

PEOPLE ALWAYS SAY TO ME, "MY, you must have a great job. Playing games all day. You lucky bast." What they don't realise is that we have to play every game we're given all day. Whether we like them or not. It's great when you're reviewing *Privateer The Darkening* or *F1GP2*, but when you're forced to sit in front of a tedious pile of rubbish for the fifth day on the trot you soon wish you'd taken another career choice. Worse than that, though, is having to play games that have you screaming at the screen, "What happened? You could have been so good, but you're not? WHY???" I'm talking, of course, about games that fail to live up to potential.

Blood & Magic comes bursting from a genre that has proven itself to be a popular one, that of the *Command & Conquer*-style strategy game. But rather than adorning itself with new ideas and exciting concepts, it just sort of sits there doing nothing much in particular. It's got a licence attached, sure (that of the *Dungeons & Dragons Forgotten Realms* RPG), but it just seems to be *C&C* with magic instead of Tiberium and without the inherent level of strategic challenge that made the former so intense to play.

But I like elves

It's not as though a fantasy *C&C* wouldn't work, either. *Warcraft 2* proved that the odd-shaped-dice rolling brigade enjoy a good scrap as much as the next



man. But whereas Blizzard's game had lots of interesting ideas to contend with, *Blood & Magic* just gives you your initial concept and says, "And that's your lot, matey."

Basically, you have to fulfill each scenario's victory conditions (kill all the enemy, destroy your opponent's buildings etc.) by first building up a store of mana (magical energy) and then converting said mana into troops by building the appropriate troop-

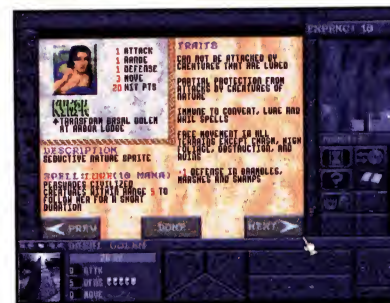
(Above) Some levels require you to guard a keep. As you can see, they're pretty sturdy in the old hit point department, but it always pays to have a few creatures providing back-up.

(Right) You begin with a few basal golems from which you build your army. When moving they're useful. When motionless they're restoring valuable mana.

(Middle right) An on-line encyclopedia provides you with all sorts of useful information. It even has its own Page 3 section!

(Bottom right) Each set of missions is tied together by a typical fantasy story – damsels in distress, evil forces conquering the land, a king losing his favourite teddy bear...

(Left) There's only one thing to do with an enemy soldier – kill him. No room for peace initiatives here!





In Perspective

I dunno. The very fact that I can do an In Perspective panel revolving around fantasy Command & Conquer-style games is a telling sign, I suppose. Too many games, children. Too many games and not enough ideas. Anyway, *War Wind* and *Warcraft 2* are pretty identical, while *Blood & Magic* seems like a sort of cut-down version of both.

War Wind

Warcraft 2

Blood & Magic

(Above right) Buildings such as crypts can only be built on special sites. These allow you to turn Johnny Golem into Johnny Cannon Fodder.

(Above left) Experience points allow you to research new creatures. New creatures allow you to kill more enemies. More dead enemies makes you happy.



management side is limited in that you can only build troop-generators on specific sites and since there are only ever two or three per map, you're limited in what you can create. The individual AI is a bit iffy at times, too. The old problem of selecting a person, telling him to walk to point A and then seeing him instantly wander off in the other direction hasn't been solved.

But behind all of the minor niggles (of which the above is just a small

selection) is the much greater problem of a total feeling of apathy. I understand that *B&M* was held back for quite a while in the States and as well as explaining why the presentation looks about a year old, it didn't really do the game any favours. There's no energy, no feeling of life. You play some games and they provide you with an instant buzz. You get a feeling of excitement and adrenaline, even in complex strategy games, such as *Command & Conquer*, for example. You play *Blood & Magic* and you instantly feel as though you should be making a cup of Horlicks, putting on your pyjamas and preparing for bed. Which cannot be good. **Z**

Tech specs

Memory: 8Mb

Processor: 486DX/66

Graphics: VGA

Sound: All major cards

Controls: Mouse

Score

71

Ooh look, a bandwagon!

Price: £39.99

Release Date: End November 1996

Publisher: Interplay

Tel: 01628 423666

dan The People's Choice
Personal Computers



(Right) Peasants are pretty inconsiderate. Valuable items can be hidden inside their houses, but they don't take kindly to you smashing them to bits to get to them.



Time For A Rant

Just what is going on in today's games industry, can someone fill me in? Why do games like *Blood & Magic* even exist in the first place? Unless you were to provide me with video evidence to the contrary, there is absolutely no way I can honestly believe that the game's lead designer walked into his office one day, assembled his team and said, "Okay, guys, listen up. I've had this amazing new idea for a game..."

I'm far more willing to believe that the situation was that the US branch of Interplay signed up the *Forgotten Realms* licence, looked around at what games were popular and said, "Right, guys, do us one of them *Command & Conquer* games. They're popular." Now, I'm not arguing against variations on a theme. *Warcraft 2* is a very enjoyable variation on C&C with more than enough differences to make things worth while. What I am arguing against are variations on the variations of a theme. Interplay obviously said, "Boys, make it a *Warcraft 2*-style game." Well, I'm sorry. There already is a *Warcraft 2*-style game. It's called *Warcraft 2*. If I've got that and enjoy playing it, why would I possibly want a different one?

I'm not just jumping down Interplay's throat here. This is a cancer that seems to have been infecting the whole fecking industry lately. Everywhere I look I'm seeing bandwagon games after bandwagon games. *Fragile Allegiance*, *Z*, *Gene Wars*, *Afterlife*, a hundred and one 'arcade driving' games, a thousand and one 'big-robot combat' games, a million or so 'Doom' games – someone gets a half-decent idea and before you can say, "My, that's a half-decent idea," their game is no longer just a single title, but a new genre.

Well, it ends here, my children. I'm calling for a revolution. You can make a difference if you're only willing to try. What do you have to do? Nothing. By which I mean, stop buying games for a while. If something is sitting on the shelf that has a number after its title, don't buy it. If a game comes along that's been done before – don't buy it. If the games stop selling, the companies will stop producing them. And then the path will be left clear for the real designers out there. The people with real and imaginative ideas. But it's up to you. It really is.

Andrew Wright joins Mercs Incorporated, a futuristic money-for-mercenaries-for-missions-type game that's vaguely reminiscent of *Jagged Alliance* and nothing whatsoever to do with anything else.



Wages of War



WAGES OF WAR PUTS YOU IN THE hot seat of Mercs Inc and it's up to you to take on missions in a brave, new, futuristic, post-holocaust world, recruit teams of up to eight soldiers, equip them with all kinds of fancy hardware and then tell them exactly what to do to carry out the mission.

However, before you wonder how your RSI will cope with an entire squad of mercenaries, there's nothing real-time about *Wages of War*. It's a strictly turn-based affair with each unit having a set number of action points to carry out various things like reloading, running, firing and so on. None of the units – except the enemy ones – are AI-controlled at all so you have to do everything yourself.

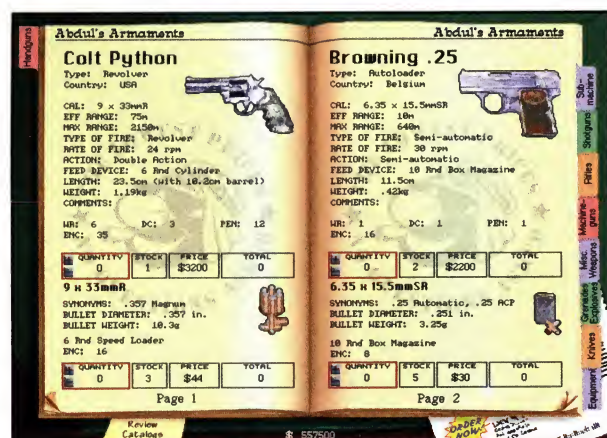
Individual soldiers can be instructed to run, walk, crawl, kneel, reload or fire any available weapons. Better still, they can throw grenades, smoke bombs, or satchel charges, just like any self-respecting SAS hard case. What really

(Above) There's nothing like a satchel charge to liven up boring school days.

(Right) Who gets what weapon needs careful thought.

(Below) The 70-page catalogue is a gun nut's wet dream.

(Below right) The boys get ready to assault a pipeline complex.



adds to the experience is the other actions the men (and the women, for that matter) can carry out. For example, soldiers can give first aid to themselves or others, pick up dropped equipment or exchange it with the wounded or dead of either side. They can also cut wire fences, set explosive timers, push buttons, fire flares, open and shut doors, and fire a mortar when it's available. They can even carry wounded mates out of danger.

All this is done using a mouse-driven interface with a panel of easy-to-remember icons and it really works well. You can be up and running in the game in no time at all and while there are one or two things I'd change, like provide a quick access inventory for each soldier, it's undoubtedly one of the game's many strong points.

Dirty dozen... or so

This combination of turn-based movement and the wide range of actions means there are dozens of ways to carry out the missions. You can play the 16 scenarios as one-offs or by way of a complete campaign, but you do have to spend a lot of time planning each mission. This makes it more of a game for the strategy buffs (OK, anoraks) than the point-and-shoot *Command & Conquer* brigade.

For play balance reasons, the really exciting hardware is only available in later missions, but as the list includes Panzerfausts, LAW rockets and dozens of types of handguns, rifles, shotguns, sub-machine guns, machine guns, knives and even a crossbow, it's certainly mouth-watering stuff. Unfortunately, the weapons tend to break down or go dud a little too often for my tastes and you can end up with only two or three men with functioning weapons.

The minor niggles are just page fillers, though. There's only one serious flaw and that's that the enemy take a lot of killing. You have to pump round



Tech specs

Memory: 8Mb (16Mb recommended)

Processor: 486 (Pentium realistically)

Graphics: SVGA

Sound: Win 95 compatible sound cards

Controls: Mouse essential

Note: Win 95 only



after round into inert bodies just to be sure they don't get up again. Without that, the game would be close to orgasmic. In fact, it still is.

It's undoubtedly the most exciting game I've played this year and the first one that's made me chuck out the hex-based stuff and stay up all night for something completely different. It's got an authentic combat feel, varied missions and hardware, and beautifully done SVGA graphics. In effect, it's *Jagged Alliance* the way we wanted it and *X-COM* the way it should have been. A thinking man's skirmish combat dream. And a bloody wet one at that. **Z**

Score

89

Figging brilliant.

Price: £39.99 **Release Date:** December

Publisher: 3DO

Internet: <http://www.3do.com>

dan *The People's Choice*
Personal Computers

LIFE IS FRAGILE

"Act fast, think faster. TetraCorp demands results. Your commission as a Mining Colony Director demands responsibility. Our alien 'comrades' do not think highly of amateurish attempts at negotiation. Go in fast and hit them hard. Remember, Trade War is as deadly as any other kind.

TetraCorp expects to be the biggest and best in every sector.... You had better want the same"

Speech by Kimb Lake: Day one of TetraCorp assimilation training:
20:08:2340

UPON GAINING COLONY DIRECTOR STATUS, TETRACORP WILL PROVIDE YOU WITH:

•A stunning array of fully animated ships, weapons and buildings

•Hundreds of 3D rendered operational upgrades - Spy Satellites and Missile Silos to the latest in Mining Technology

•Superior In-depth colony management

•User-Friendly point and click interface

•Face to face negotiations with motion captured alien cultures

•Spectacular battle sequences

•Colony Supervisors and Sabotage Agents at your command

•Mining opportunities throughout a vast galactic area

•Full network and multiplayer options

REMEMBER, LIFE IS FRAGILE
....THE FUTURE IS IN YOUR HANDS

4/5 "...Everything you could wish for in a strategy game" **C&VG**

91% **PC Home**

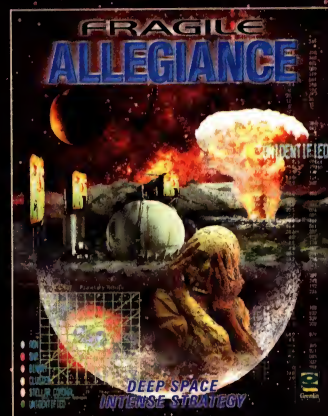
4/5 "The graphics and gameplay are astoundingly good" **CGW**

DEEP SPACE INTENSE STRATEGY

OUT NOW

**PC
CD
rom**

© Gremlin Interactive 1996. All rights reserved.
Gremlin Interactive Limited, Carver House, 2-4 Carver Street, Sheffield S1 4FS, England.
Tel: (0114) 279 9020. Fax: (0114) 276 8581. Web Site: <http://www.gremlin.com>



EUROPE



WOULDN'T YOU LIKE TO GIVE



www.vie.co.uk

Westwood
STUDIOS

www.westwood.com

RED

TOTAL EUROPEAN

COMMAND & CONQUER™ RED ALERT IS A TRADEMARK OF WESTWOOD STUDIOS, INC. ALL RIGHTS RESERVED. ©1996 WESTWOOD STUDIOS, INC. ALL RIGHTS RESERVED.

PEASANTS.



THEM A BLOODY GOOD HIDING?

ALERT

DOMINATION-ON PC CD-ROM

PUBLISHED 1996 VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LTD. VIRGIN IS A REGISTERED TRADEMARK OF VIRGIN ENTERPRISES LTD.

**COMMAND
&
CONQUER**

EXPLOSIVE!



MECHWARRIOR 2 MERCENARIES™

THE ALL-NEW SEQUEL TO MECHWARRIOR 2



MS-DOS® AND WINDOWS® 95 CD-ROM

FOR MORE INFORMATION
RING 0181 742 9400

OR VISIT [HTTP://WWW.ACTIVISION.COM](http://WWW.ACTIVISION.COM)

ACTIVISION®

Activision is a registered trademark of Activision, Inc. © 1996 Activision, Inc. MechWarrior, BattleTech, BattleMech and 'Mech are registered trademarks and Mechwarrior 2: Mercenaries is a trademark of FASA CORPORATION. © 1996 FASA CORPORATION. All rights reserved. All other trademarks and trade names are the properties of their respective holders.

),dE buS - reknaw uoY(.eeH eeT .deen yeht gniht tsal eht si parc citoidi fo tros siht htiw
tuoba gnissip dna ,gnimool s'enildaed ehT .siht rof em etah ot gniog er'yehT ?raf siht
daer ot derehtob s'rotide bus eht fi rednoW .mmmH .ecnetnes yrotcudortni na fo kniht
t'ndluoc rekoorB eilrahC taht tsuj s'ti - ekatsim a t'nsi ti oN

Hyperblade



HYPERBLADE. PRETTY CRAPPY TITLE. Doesn't sound too promising really, does it? Unless it's a sort of sick simulation game in which you take control of a speed-addled junkie, frantically knifing someone to death down a back alley somewhere. Although, come to think of it, that wouldn't be very pleasant. Or likely. No, what we have here is a 'futuristic sports game'. Which doesn't bode too well either.

Don't just go away just yet

Now usually, 'futuristic sports games' have a tendency to lean rather sharply toward the 'shit' end of the gaming scale. They can be divided into two distinct camps: crappy, 'unconventional' versions of existing sports (witness the forthcoming *Stephen Hendry Moon Snooker*); or crappy, all-new 'sports' which are nigh-on impossible to understand (such as the soon-to-be-released *Quantum Inverse Kinetic-o-Ball*). But every now and again, Murphy's Law fails to kick in and we're left with a spangly new 'sport' that actually works. An easy example to cite is *Speedball 2*. And now here's another: *Hyperblade*.

Hyperblade is a sort of cross between ice hockey, rollerblading, and the aforementioned junkie-knifing sim. An ultra-violent game of puck control (except, since this is the future, the puck is a 'rok' - a sort of energy ball thing), flashy in-line skating (you can do stunts and stuff during the game), and a bit of the old ultra-violence (you get to smack seven bells out of your opponents). The playing area is shaped a bit like a doughnut that's been cut in half and hollowed out - or, if you're a ponce, an inverted semi-torus - and has a goal at each end. Teams consist of three members - two skaters, one goalie. Each match is split into three



periods (just to make things a bit different). Littered about the 'pitch' are a number of hazards, bonuses, and power-ups which - for once - don't really get in the way of the action (except for the barriers, but then that's what they're supposed to do). And once you get the hang of it, it's bloody good fun.

Suck my rok

The visuals are highly alluring in a post-modern, vectors-and-primary-colours sort of way. It's not unlike watching a *Holiday On Ice* production of *Tron*. If your machine's up to it, the animation is swift and sumptuous, and those of you with 3D accelerators lurking around on your graphics card are in for a texture-mapped, polygon-hurling treat. In fact, the only thing that really prevents me from awarding this game a higher mark is the lack of a two-players-

(Above left) Torvill tells Dean his dancing days are over.

(Above centre) Devastated, Dean decides to hurl himself down a ravine.

(Above right) Torvill shows off her special limbo-dancing skills.

(Below) Spook! Dean's back from the dead and ready for action.



on-one machine option, since the only way you can play against a mate (the ideal mode for any sports game) is by linking up via network or modem. Oh, that and the fact that it's so astonishingly power-hungry (note that the *minimum* recommended spec is a P90 with 16MB RAM). If those two factors combined aren't likely to be a hindrance, and you fancy a bit of polished sport 'n' violence, *Hyperblade* delivers the goods. **Z**

Tech specs

Memory: 16Mb

Processor: P90 (supports Direct3D)

Graphics: SVGA (VESA compatible)

Sound: 16-bit soundcard or above

Controls: Keyboard, joystick, mouse

Note: Dual-speed CD required

Score

80

Hockey meets aggressive skating meets Tron. And survives.

Price: £TBA **Release Date:** Out now

Publisher: Activision

Tel: 0181 742 9400

dan The People's Choice
Personal Computers

* Okay, so I made these examples up - but you know what I mean.

JANE'S DELIVERS



The defence leaders in the government, military and industrial fields of 163 nations around the globe rely on Jane's indepth knowledge and experience of the military.

Working with Jane's, Electronic Arts have created some of the most exact military simulations available today, effectively duplicating the combat mission experience for the home user.

So every swerve, every dodge, every shot, every move you make is as real as those whose lives are on the line. Military simulations from Jane's and Electronic Arts. Precisely.



We build sims by the book™

<http://www.janes.com/janes.html> or <http://www.ea.com/janes.html>



ATF, USNF 97 and We Build sims by the book are trademarks of Electronic Arts. Flash Point Korea is a trademark of Origin Systems Inc. Jane's is a registered trademark of the Jane's Information Group. Electronic Arts is a registered trademark of Electronic Arts.

A REALITY CHECK



ATF™
ADVANCED TACTICAL FIGHTERS

GAME PRO-90%
"ATF is an amazing
piece of software."

**AH-64D
LONGBOW**

PC POWER
"Longbow offers hours of gaming
pleasure. It's an awesome,
frightening machine which most
certainly earns it's respect"

USNF'97™
U.S. NAVY FIGHTERS '97

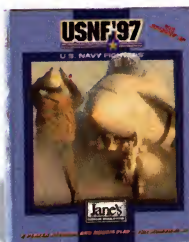
COMPUTER GAMING WORLD
"Superbly realistic... you won't
need another flight sim."



ATF NATO FIGHTERS
New missions and a new Baltic
campaign for ATF players



**ADVANCED TACTICAL
FIGHTERS**
Next Generation Air Combat



U.S. NAVY FIGHTERS '97
The sequel to the award
winning USNF



AH-64D LONGBOW
The benchmark
in Helicopter sims



**AH64D LONGBOW:
FLASH POINT KOREA**
New missions and a new Korean
campaign for Longbow players

OCCUPYING STORES ACROSS THE COUNTRY NOW

For more information on the Jane's line of Combat Simulations,
please telephone 01753 546 465, email uk-support@ea.com, or write to Electronic Arts, P.O. Box 835, Slough, Berkshire SL3 8XU.

The only way to get more speed, action and response is to

alter
your
genetic
make-up



introducing the new

GamePad Pro



GamePad Pro™ is the next evolution of PC gaming.

It has ten programmable buttons. Two-player action. High-speed digital response. And it's compatible with all of your favorite DOS and Windows® 95 games. As well as your existing hands and fingers. It's console action for your PC. It's what you've been waiting for. Check it out today. And start playing games the way they were meant to be played. GamePad Pro is available at all the best retail locations. Call THE SALES HOTLINE at +44 (0)1703 653377, or contact Gravis directly for the store nearest you. Advanced Gravis Europe B.V., Antennestraat 70, 1322 AS, Almere, The Netherlands, Ph: +31 (0)36 536 4443, Fax: +31 (0)36 536 6011, gravis@euronet.nl

www.gravis.com

GRAVIS

| gaming for the 21st century

M.A.X.

(Left) Everything takes place in real-time so to help you spot the enemy, radar stations constantly give you warnings when they spot something moving

(Right) Training
missions provide you
with basic goals and
plenty of information
about different units.
Just the job.

(Bottom left)
Submarines are a good example of stealth troops. Invisible to all but the most sophisticated radar systems, they can sneak right up to the enemy and lob a few missiles down his gusset.



retreat (while you're taking care of things elsewhere). You need some kind of limited intelligence routines for the units, at least more so than the simple 'react and fire' option available now. It's not so bad if you're playing in turn-based mode, but when everything's happening in real-time it's hard to react to different events while you're trying to initiate other plans.

Now you'll note that the score awarded to M.A.X is somewhat below that awarded to both *Command & Conquer* and

As your troops increase in number and consequently your horizons expand both mentally and physically, it becomes increasingly hard to keep track of everything. Certainly each unit has a built-in 'reaction-fire' element that makes sure it opens fire if anything gets close, but this isn't really enough. What is needed is the option to issue limited commands to different troops - have a platoon of tanks constantly patrol a set area, for example, or have a missile unit make a sneak attack, then a hurried



With a decent structural base under your wing, it's time to start building mass weapons of destruction (yay!).



Spies! That's what it's all about! Build a cyber-warrior. Train him in the art of wearing fake moustaches and then send him behind enemy lines to pop up from behind bushes and poke his tongue out.



Death from the skies! Swoop in low and fast, drop your load, then a few bombs and quicker than you can say, "Crikey, Buffy! Those cabbage crates are a bit whizzlo!" your enemy's fortress is little more than wasteland.



We shall fight them in the air.
We shall fight them over land.
We shall fight them at sea.
Especially at sea. Especially
with boats like this one.
Smaaaaaaaaaarrrrrttt!!!!



Ground forces are the backbone of any army and *M.A.X* provides you with a bountiful selection of tanks, mobile guns and other wheeled instrumentalia of death to play with.



Re: Blood & Magic

No doubt you've already read my little soliloquy on the dearth of original thought in today's computer games (it's in the *Blood & Magic* review, page 89), so I suppose a little back-covering is in order regarding my praiseful commentary of *M.A.X.* Why, you are no doubt asking with the kind of furtive inquisitiveness that has made you so dear to my heart, does *Blood & Magic* get berated for being too similar to *Warcraft 2*, while *M.A.X.* is lavished upon despite being not wholly untrue to the nature of *Command & Conquer*? Well, peach blossom, it is like this.

Blood & Magic took the *Warcraft 2* concept and did very little to change it. In fact, it just seemed to strip it down for parts, drape it in an official *Dungeons & Dragons* cloak and turn it back at us. Playing the game gave you the impression

that no one had really cared about it during its development. With *M.A.X.*, however, we have got a different impression. The designers appear to have taken the basic *Command & Conquer* concept and then expanded on it a hundredfold.

The whole real-time/turn-based structure lends such an air to things that it almost seems like a completely different game. The variety in gameplay options means that the player always has something new to try. It also means that it isn't as instantly enjoyable as *C&C* but that's another matter covered with equally beautiful prose elsewhere on these pages. What we are concerning ourselves with here is originality of thought. And that's what *M.A.X.* possesses. Maybe not conceptually, but with immense gusto regarding actual implementation.



(Left) *M.A.X.* A good game. (Right) *Blood & Magic*. Not a good game.

Z and is also a little below that given to *Close Combat* not 30 days ago. Be that as it may, there is a reason and it is one that I'm sure, once you've come to understand, accept, fall passionately in love with and father a child by, you'll be fully able to bear it in mind when Mr Shopkeeper is asking you for your money.

I would not have given *Command & Conquer* a mark of 95. Neither would I have bestowed a 92 score upon *Z*'s shoulders. And to say that *Close Combat* wouldn't have amassed anything close to 84 would be something of an understatement. Respectively, I personally would have marked the three

games thus: 87, 82 and 78. *C&C* is certainly playable but is little more than an advanced *Dune II* with elements borrowed from *Civilization*. *Z* is more basic than that, as well as being a damn sight tougher and *Close Combat* is more strategic but lacks the immediate appeal of the others. I, however, was not reviewing those games. I am, however, reviewing *M.A.X.* and, as such, can only mark it using my own guidelines. Thus it gets 83, an 83 that puts it more or less head-to-head with *Z* and allows it to snap playfully at the heels of *C&C*, a score that to me says a jolly super game, to you says a definite entry on your 'Possible To Buy' list, but for reasons

(Right) The main game screen can be zoomed in and out at will, giving a close-up view that lets you see the individual hairs on your soldiers' palms or a zoomed out view that lets you see the whole world in one go.



best known to Buddha, says to marketing people 'A Bad Review' (it seems that anything under 85 in a magazine such as this spells trouble for software houses - what utterly foolish people they are).

Fortunately, you and I possess brains with more than one cell and know otherwise. **Z**

Tech specs

Memory: 8Mb

Processor: 486DX/66

Graphics: SVGA

Sound: All digital sound cards

Controls: Mouse, keyboard

Score

83

But bear in mind my final paragraph

Price: £44.99 **Release Date:** End December

Publisher: Interplay

Tel: 01628 423666

dan
Personal Computers

*The People's
Choice*



You can't get a skip, you know

Buildings are important to survival in *M.A.X.* Here are a few that would no doubt be described in Estate Agency journals as, 'prime fixer-uppers'.



Power units are vital to survival. Without them your buildings will be as lifeless as an episode of 'Oh, Doctor Beeching'.



Money is power and power is all, at least according to the 'Nicholas Witchall Guide To Global Domination'. Make sure you have somewhere like this to store it all.



As time marches ever onwards, eventually you'll get into a bit of an old scrap with enemy forces. Fortunately, a Repair Depot like this one can apply soothing balms and bandages to help repair wounds.



New troops don't grow on trees, you know, they grow inside strange bio-vats with pipes that lurk inside sinister buildings such as this one. Leaves grow on trees, but you didn't want to know that.



The way to score points in *M.A.X.* is to build and operate giant Eco-Spheres, filled with happy people eating happy food amongst happy greenery. Makes you sick, doesn't it?

Shocking Thriller

for Christmas?



PHANTASMAGORIA II

A P U Z Z L E O F F L E S H



S I E R R A[®]

Risk

'Cos he's got hiiiigh hopes, yes, he's got hi-i-i-igh hopes,' sang **Chris Anderson**, without explaining what the hell any of this has got to do with his review of *Risk*.



TO SAY THAT I WAS AWAITING THE ARRIVAL of this game in the office with great anticipation would be something of an understatement. There are two reasons for this. Firstly, playing *Risk* the board game is one of the most enjoyable ways of passing the time with your friends you will ever come across. It's also one of the easiest ways to fall out with them all, for ever and ever and ever. Secondly, this latest computer incarnation of the board game reminds of a computer

(Above) This is basically *Risk* in its purest form. Except it's not because the computer version is far more sophisticated and requires serious strategic thinking. Ouch, that hurts...

(Below)
The forests provide good cover, but also restrict movement.



game that came out years ago that changed my life completely. The name of this game, ladies and gentlemen and anyone else who cares to know, is *Steel Empire*...

You bastard!

Picture the scene: I'm sitting in my flat and through the post arrives a copy of *Steel Empire*. I take a look at the back of the box and decide the screen shots don't look particularly exciting but I'll have a go at it anyway. I install the game onto my trusty 286 (they were state-of-the-art then, believe it or not) and off I go. Before I tell you what happened next, let me tell you a bit about the game. It's turn-based, just like *Risk*. You need to capture territories, just like *Risk*. It's set in the future and in each territory you occupy you get to build factories and stuff that churn out robots. When you invade an opponent's territory you are transported to a real-time arcade section in which you get to blow the shit out of your opponents with the robots you've built up. The opponents can be computer-generated, or you can play against your mate on the same PC, not looking when your mate takes his 'go'.

In Perspective

As you can see, computer *Risk* doesn't fare too badly against the competition, but *Steel Empire* still reigns supreme!

Steel Empire

Risk - The Board Game

Risk - The Computer Game

Global Domination

As it happens, Chris Dyson, my long-standing friend of eight years, showed up while I was playing *Steel Empire*. We decided to have a two-player game. It lasted for three days solid (with four-hour intervals to catch up on some sleep). At the end, all the computer opponents attacked Chris and left him in a bit of a mess. So did I. He freaked out, screaming "you bastard, they've all wrecked my cities and now you're getting in on the act, you bastard", etc. He then walked out of my house and didn't phone me for two weeks. He wouldn't take any calls from me either. He was, in fact, 'pissed off'. So what has all this got to do with the computer version of *Risk*? you might be thinking. Well, my friends, it's got everything to do with it, everything in the world...

Why are we waiting?

Steel Empire, not to put too fine a point on it, is f***ing fantastic. I still rate it as one of my favourite games of all time, purely because it's the best game you can play on your PC with a mate (or two) and get totally engrossed (lost?) in the whole thing. To my knowledge there has only been one other game on the PC to use *Risk*-style gameplay combined with real-time action sequences since *Steel Empire*, namely *Global Domination*, but, unfortunately, that was a bit pants. So, when the version of *Risk* under review here came into the office promising to be everything you could want from computerised *Risk* and much much more, my eyes lit up. Could this be the elusive 'Steel Empire beater' I've waited for for so long? Well, in some ways it is, and in some ways it isn't. For a start, there are two completely different ways to play the game. You can choose to play 'classic' *Risk*, which is, as you would expect, an exact



representation of the board game on PC. For some people this will be more than enough, bearing in mind that the presentation of the game, both graphically and in terms of sound effects etc, is far superior to the many shareware versions of Risk hanging around on bulletin boards everywhere. But for me, it is not enough. I want more. I want the experience I had with *Steel Empire*. A bigger challenge than plain old Risk. I want more options, different units, more territory types, I want... I want... MORE. Hasbro, makers of the game, have responded thus...

Ultimate Risk

This is the all-singing, all-dancing, bells and whistles version of the game which is supposedly meant to shut people like

me up. And to a large extent it does. *Ultimate Risk* brings tons of new features to the classic game. For a start, you get realistic terrain types like forests, jungles, mountains, swamps etc, all of which affect how your units perform in these areas. You can erect capitol buildings and forts to strengthen your territories, and use generals to better organise your units and broaden your strategic options. One of the best new features is the option to take enemy units as prisoners of war instead of killing them, so you can use them as a bargaining tool against your opponents. And, of course, you get action sequences which kick in when both you and your opponent have ten units or more before going into battle. These battles look quite smart but, unfortunately, you

(Above) The Battle Box only appears in *Ultimate Risk* and offers more strategic options.

(Below left) Zoom out to see how much territory you're winning... or losing.

(Below) If you don't fancy rolling dice, battles can be decided by using Strategy Cards.



Tech specs

Memory: 8Mb

Processor: 486DX/66

Graphics: VGA

Sound: All major sound cards

Controls: Mouse

can't control the units yourself. *Ultimate Risk* also has five different game maps to play on, Internet and modem play (and the option to play against human opponents on the same PC) and lots of other little tweaks that make it far more exciting to play than the classic version of the game. In summary then, Hasbro have taken a classic board-game, put it on PC, and brought lots of new features to it, and I for one enjoyed it. It's addictive, highly replayable, and it looks quite smart too. If it had real-time combat we would have been talking a 90+ score but, sadly, it hasn't. So, wonderful as Risk is, it unfortunately isn't the *Steel Empire* for the 90s affair I was hoping against hope it would be. Now if you don't mind, I'm just going to retreat into a corner and cry my eyes out for a couple of days. Z

Score

82

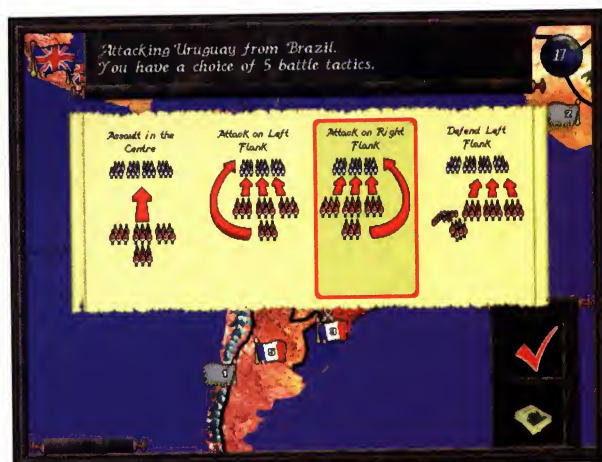
Excellent board-game conversion, but where's the real-time combat?

Price: £39.99 Release Date: Out now

Publisher: Hasbro Interactive

Tel: 0181 569 1234

dan The People's Choice
Personal Computers



The ideal joystick should give you fast response, pinpoint accuracy, and

enough
money
left over
to buy
the games



introducing the

Blackhawk



The new Blackhawk gives you the look and feel of the most expensive joysticks on the market. But at

a price so affordable, you don't have to be the Sultan of Brunei to buy it. And once you own it, all you have to do to play is plug it in. Then play any joystick controlled PC game you want. For as long as you want. Because the Blackhawk is specially designed for comfort and durability, even while you're furiously blasting away at the enemy. Blackhawk is available at all the best retail locations. Call THE SALES HOTLINE at +44 (0)1703 653377, or contact Gravis directly for the store nearest you. Advanced Gravis Europe B.V., Antennestraat 70, 1322 AS, Almere, The Netherlands, Ph: +31 (0)36 536 4443, Fax: +31 (0)36 536 6011, gravis@euronet.nl

www.gravis.com

GRAVIS

{ gaming for the 21st century }

Just when you thought it was safe to go back into the games cupboard, there's a scream, a tearing of flesh and **Lord Paul** staggers into the office, wiping gherkins off his copy of *Alien Trilogy*. "I knew I shouldn't have had that second cheeseburger," he mutters.

Alien Trilogy



(Left) There's even a paintball mode for the squeamish amongst you. Green kinda just kills 'em...

(Above) ... but red makes 'em truly explode into nothingness – a bit like JFK's head, actually...

(Below) Just pretend it's that God-fearing jerk Jonathan Edwards. Blast the triple jumping-farker!

(Below right) God knows what this one is, but blast it anyway.

IT'S A COUPLE OF YEARS SINCE I LAST ventured into the PC Zone offices to review a game (I've been busy nursing Cambridge United into the Champions League – I wish). When I was last here, first-person perspective games were all the rage – charging round blasting aliens out of space ships, moonbases or small housing estates just outside Slough (my own contribution to the genre, which strangely never took off, though me mum said she liked it). Anyway, two years and three changes of shirt later, I'm back and guess what – everyone's still playing first-person perspective shoot 'em ups. Ah well, Wimbledon are still playing long ball pressure football and it doesn't seem to be doing them any harm.

Déjà Vu

On first loading up *Alien Trilogy* I thought, "Uh oh, seen it all before." "Of course you have, bladder head," came the reply. "It used to be on the Playstation."



That's the problem with this place. No respect. Mind you, they're right (about the game, not my head), it did first appear on the Playstation where some people thought it was really fab and others didn't – but hey, that's the crazy kind of multi-personal world we live in. I'm not going to litter the review with comparisons between the two versions, however, because a) they're a waste of time if you didn't see the PSX version, and b) I only played it once... and it was late... and I was tired... and I had a lot on my mind... and alright I didn't get off the fifth level. Damn.

Back To Base-ics

Alien Trilogy, true to both its genre and film background, lands you on an alien-infected base with the job of clearing a path through it for the gung-ho marines

who are following you up. In fact, rather than simply clearing a path, you end up blasting everything in sight. Which rather begs the question of what these oh so tough gum-chewing marines are going to do when they arrive. I mean, how come you have to do all the work and take all the risks while they sit in the ship talking about baseball and saying "Yo" a lot? (Or even our Acting Prod Ed's favourite exchange – Hudson: You ever been mistaken for a man, Vasquez? Vasquez: No, have you?)

One of the game's strongest elements is its visual feel. Plenty of shadow, dim lighting and the occasional burst of infra-red to make it hard to see the danger (let alone take a line on it, or try to engage it in existentialist debate) until it's on you. There is also plenty of moody music, and voices shouting encouragement or contempt. Often, a woman's voice breathes a seductive "come on, come on". This is presumably meant to be encouragement. Unfortunately, whenever women say things like that to me I tend to go red, knock my drink over and shoot myself in the foot with my plasma rifle (which can be very embarrassing in *The Starving Peasant* on a Friday night.) (It's Ripley, you fool – Ed.)





In Perspective

There are so many to choose from and *Alien Trilogy* doesn't compare to the best of them. Mind you, it craps on *Corridor Seven*.

Quake

Duke Nukem

Alien Trilogy

Corridor Seven

A-Monster, A-Monster, We All Fall Down

Where the game falls down really is... well, in the game, to be honest. There's nothing exactly wrong with it, but in view of this being such a tried and tested formula there's not exactly anything new here either – in fact, much of it is quite old. You wander round levels collecting objects (though these are primarily just medical kits and extra ammo, there's little in the way of special items), you shoot monsters when they attack you and occasionally clear away oil barrels (which the poor little marines don't want to dirty their hands on by moving themselves.) There are a few different weapons including a shotgun, a flamethrower and a smart gun. Unfortunately, none of the weapons is actually that smart. With the exception of the 9mm automatic, which is about as much use as a pea shooter on the

(Above) Buffalo Bill's got his night-sights on again, so this must be Jodie Foster – stay away from her, you bitch!

(Right) Oops, that's another Oscars ceremony up in smoke.

(Below) Listen, I said no more 'Ghostbusters' and no more 'Working Girl' unless I get Harrison Ford...



Western Front, they're all much of a muchness.

The same could be said of the monsters. Variety may be the spice of life but it doesn't season this game. There are only a handful of different types of monster, none of which appears to exactly drip with AI. Although I promised not to mention the Playstation version, one thing I do remember from it is the irritating bastards which crawl along the floor before launching themselves onto your face. Well, they are still here. You can shoot downwards to get rid of them or wait until they land on your face when by a miracle of shooting prowess you're able to blast them off without damaging your nose, or even moving your gun from its static horizontal position. If you're going to try this at home, make sure you have a responsible adult to help you.

A Level Playing Field

Not only do the monsters lack intelligence, so do many of the levels. Although each level has its own task (switching on the lighting, clearing a path for those pathetic flower pressers back in the spaceship) they're not exactly demanding – or even that big. Even the later levels are quite small and in general puzzle-free (if you exclude having to blast a few false walls out of the way). Combat is generally just a matter of backing off and firing until the monster drops. The biggest challenge is how to avoid treading on any of the bodies (their poison still does you damage even after death). Apart from that, simply blundering round a

level firing at all and sundry – my usual approach to these things – normally works fine. And as for the last level – well, don't hold your breath.

Niggles aside, *Alien Trilogy* is a more than adequate first-person shoot 'em up. It's got plenty of atmosphere, moves pretty speedily and looks good on-screen. It doesn't really add anything new to the genre, but then most people would have at least seen it on the PSX and won't be expecting any surprises. The problem is, it's not much more than adequate. It's fun, but lacks any imagination or those irritating puzzles that make *Quake* and *Duke Nukem* so outstanding. It's good, but limited. **Z**

Tech specs

Memory: 8Mb

Processor: Pentium 75 or higher

Graphics: VGA

Sound: SoundBlaster & compatibles

Controls: Mouse, keyboard, joystick

Score

79

An atmospheric conversion that proves to be a more than adequate diversion from *Quake* and *Duke*.

Price: £39.95 Release Date: Out Now
Publisher: Acclaim
Tel: 0171 344 5000

dan The People's Choice
Personal Computers



Sensible

WORLD OF SOCCER '96/'97

Available now from your local games store:

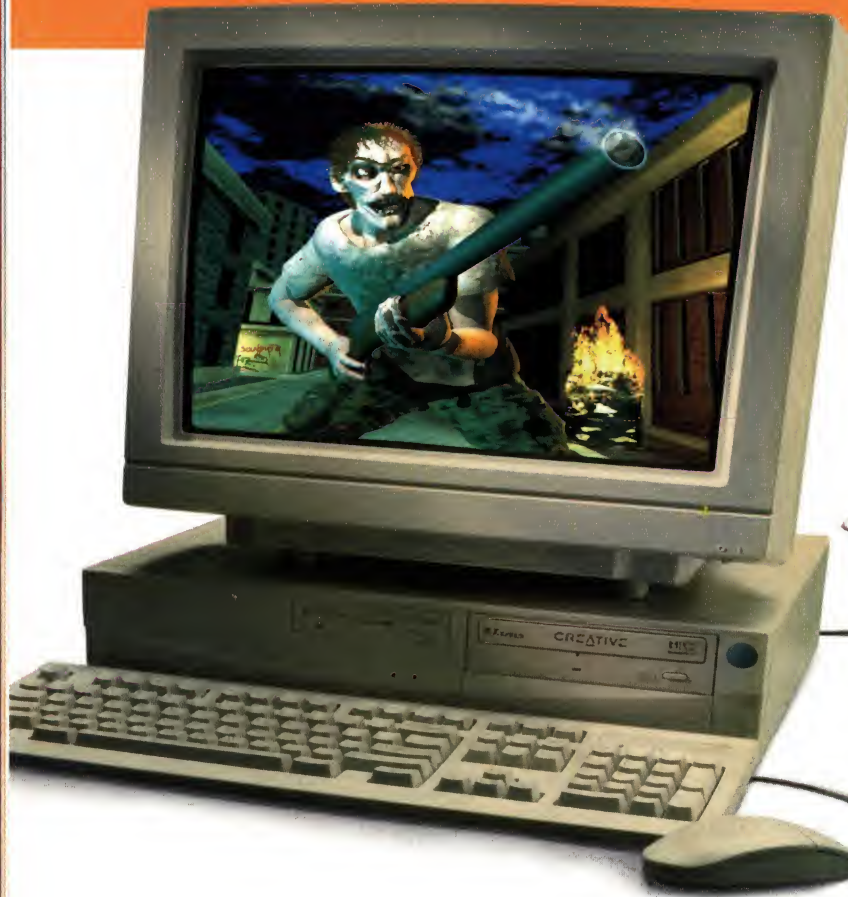
Latest version of

- Sensible World of Soccer on PC CD-ROM. RRP £29.99
- Sensible World of Soccer on Amiga. RRP £19.99

AND

- Up-Grade CD/3.5/Amiga discs for existing Sensible World of Soccer owners. RRP £9.99

The audio experience from our new Sound Blaster is so real that, when you find out what you've been missing, you'll certainly know what hit you.



With 3D Positional Audio, suddenly you can hear the metallic click of the shotgun's trigger over your left shoulder.

The Sound Blaster 32 also features Creative 3D Stereo Enhancement™, which makes your whole system sound fuller and more powerful so that sound hits you from every direction.



For still greater effect, adding memory to our SoundFont Technology lets you add new sounds. Or you can add up to 28 MB of memory to create your own sound library.

And, of course, the Sound Blaster 32 is fully Plug-n-Play compatible and works with Microsoft® Windows®95, Windows 3.1 and MS-DOS®. Installation couldn't be quicker or easier.

Life is too short to be stuck with an ordinary sound card. Whether you're a serious gamer or a sound lover, the new Sound Blaster® 32™ PnP will knock you off your feet.

The Sound Blaster 32 is the affordable breakthrough that audio devotees like yourself have been waiting for. It delivers the realism of professional wave-table synthesis, which uses actual recordings of real sound effects and musical instruments. With 32-note polyphony, it can play up to 32 notes simultaneously, adding new detail and richness to your favourite games and software.

The Sound Blaster 32 is fully upgradeable to support 3D Positional Audio™ and SoundFont® Technology by adding standard SIMMS.

To demonstrate Creative's leading involvement in the Internet, the Sound Blaster 32 comes with an exclusive range of INTERNETed™ software. Phone anywhere in the world over the Internet with WebPhone, surf the Web with Microsoft® Internet Explorer and play back high quality audio while you surf with the RealAudio Player.

You could experience the ultimate reality in sound, with the Sound Blaster 32, Blaster CD™ 8x and Sound Blaster Speakers™ – a killer combination. The Sound Blaster 32 PnP is available at your nearest Creative Labs dealer at an SRP of £109 including VAT. But do it today because tomorrow may be too late.

Visit our World Wide Web site 'Creative Zone' www.creativelabs.com or call our pre-sales hotline on 01245 265 265

Introducing Sound Blaster 32 PnP. Hear What You've Been Missing

Your Current Sound Card						
Play Audio CDs and Games	Record 16 bit audio	Wave-Table synthesis	32-Voice Synthesiser	128 Real Instrument Sounds	3D Positional Audio	3D Stereo Enhancement
Sound Blaster 32 PnP						

CREATIVE

Fragile Allegiance

Having witnessed a spectacular car crash in 1982, **Paul Presley** thought he was the perfect choice to review Gremlin's new resource management game. Unfortunately, it was called **Fragile Allegiance**, not **Fragile Allegro**. (Terrible. Keep it up – Ed.)

FRAGILE ALLEGIANCE'S CONCEPT IS pretty much the same as that of its two main rivals, *Ascendancy* and *Masters Of Orion II*, with perhaps a little more emphasis on the mining side of things. There is a field of asteroids circling the rim of the known universe that have been found to be rich with valuable ore deposits. Keen to make a quick spacebuck, the Terran mining company Tetra-Corp have sent you there to oversee the colonisation of as many of the rocks as possible.

The only flaw in the plan is that you're not alone. Six other alien races have all set up shop there and are trying to mine the area themselves. So



the game becomes a balance between finding and colonising unowned asteroids and fending off the interests of your rivals, either through peaceful negotiation or via deadly force.

In theory this all sounds great. Unfortunately, the theory sounded just as great when *Ascendancy* came up with it. And just as great when the original *Masters Of Orion* came up with it before that. But where *Ascendancy* learnt to take the concept and develop a captivating way of playing it out, *Fragile Allegiance* just takes the concept fails to add anything new or significant in the process. Further than that, it even loses a lot of the depth necessary for a game like this, making the whole affair a very shallow and unsatisfying one.

One of the key things about resource management games is that they should always be able to offer new and exciting challenges for the player the longer he sticks with it. *Fragile Allegiance* shows signs of this in some places – the initial contacts with the other races or the introduction of spies, for instance – but, unfortunately, these are both very limited in number and not particularly intriguing once you get to them. Let me take you through the game's stages and show you where it goes wrong in each.



(Above left) An extract from the Polish animation classic, 'The Dot And The Triangle'....

(Above) With a fleet of ships, a barrage of missiles and a healthy level of xenophobia, it's time to unleash your fury on a neighbouring asteroid. That'll teach them not to breathe oxygen.

(Below) So I went on 'Blind Date' with that Terran Tart Cilla Black – funny looking bird, ain't she? – and, boy, was she giving me the eye!

Surface mining

The first stage of the game deals with finding new asteroids and setting up mining colonies on them. Initially this looks quite good. You have to construct buildings that provide power, air, food and water, as well as build the mines and any defences you feel appropriate. Unfortunately, once you've set up on three or four of these asteroids you quickly realise that the pattern is the same for each one. No one asteroid has any real differences over another so once you've discovered the most effective way to set your resources up, it's the same throughout. What's more, the manual pretty much tells you the best combination anyway so you're left without any real kind of challenge.

What was needed here were asteroids with different environmental variables.

Each rock would have unique challenges that meant you would have to really think about how you set up your colonies. The only things that change are the radiation levels (which simply



Asteroids – A Quick Guide

A lot of people have trouble differentiating between meteorites and asteroids. They're all just lumps of rock hurtling through space, aren't they? Well, not quite. Here to help you tell one from the other is a handy guide.

A meteorite is specifically the name given to any lump of rock that has fallen into the Earth's atmosphere and actually made contact with the ground. If the rock fails to get that far (ie. it burns up on entry) it is simply called a meteor. Interestingly enough, in 1963 a meteor was tracked from the surface of Mars to the Earth's atmosphere, entering just over the Isle of Wight. As it passed through the sky and shot towards the ground it struck the head of an old man who had been returning from his local grocer's with his wife's shopping. The meteor (by now no larger than a small pea) embedded itself in the man's scalp, killing him, but failing to actually touch the Earth's surface. He was subsequently buried and since the rock was never removed it has still not been officially classified as a meteorite. The man went down on record as being the only human being ever killed by an attack from Mars.

An asteroid, conversely, was the phrase used by music-hall and radio comedians in the late 50s and 60s when doing sketches about astronauts with piles. To wit:

Frank: Morning 'Arry. How's yer asteroids?

Harry: Ooh, terrible, Frank. I 'aven't been able to sit down for weeks.

Together: (singing) Underneath the arr-chesss...



PACK-RAT

This robbin' rodent's a right dirty rat. Pack-Rat's packin' a piece and his trigger claw's getting real itchy.

"It's very funny in places, it's enjoyably taxing in others, and all the right things have been done to enhance the gameplay and not let the superb graphics get in the way. What a treat, it's the rubbish game that isn't" 91% PC Powerplay

"the funniest PC game yet" PC Power "beautifully done" PC Home

Meet the Blubs: a mad family of pint-size aliens that have crash landed their spaceship in one of earth's filthiest dumps. You've got to help them repair it using nothing but trash, so they can return to their home planet for a much needed wash. However, they're also being pursued by the insane Khan and his gang of pissed-up thugs, who have a plan for total dump domination. It's time to get your hands dirty!

PC CD ROM, MAC
and PLAYSTATION PHILIPS MEDIA

THE RUBBISH GAME THAT ISN'T

DOWN
IN THE
DUMPS



kick

Phazer Pad Gamepad

The Ultimate Game Pad! Completely Programmable in both Windows and DOS!



tilt

Wizzard Pinball Controller

The Best Way to Play Pinball On Your P.C. - includes Maxis Full Tilt! Pinball



blast

TOP GUN™ Joystick

A Feature-Packed Stick with a Great Price. Don't settle for second best!



haul *SS

Grand Prix 1 Driving Wheel

All in One Racing Unit, Complete with Gas & Brake Hand Levers



Killer Game Gear from ThrustMaster!



ThrustMaster makes a complete line of products that turn your computer into a powerful home entertainment centre!

For further information contact your local stockist or ThrustMaster (Europe) Ltd. 01734 787087.

THRUSTMASTER®

<http://www.thrustmaster.com>

TOP GUN TM & © 1996 Paramount Pictures. All Rights Reserved.

Blam! Machinehead

Patrick McCarthy has a head like a machine – big, unsightly and it doesn't work very often.

THE MACHINEHEAD VIRUS IS NANO-technology gone wrong, a man-made viral strain with the capacity to reproduce at a rate that would put a Catholic rabbit to shame and which has eradicated almost



all human life on the planet within 48 hours. Hearty congratulations for this are due entirely to the efforts of one man, an extremely stupid former employee at the nano-technology factory (a sort of futuristic Homer Simpson) who has been taken over by the virus himself and now exists as the Machinehead core, bringing into being his every twisted thought.

Doctor Kimberley Stride, top scientist and therefore habitual white coat-wearer, is working in a sealed underground bunker on a self-guiding machine which will transport a nuclear warhead into the heart of the Machinehead and destroy it. Her plan is to introduce elements of



her own intelligence to guide it.

Unfortunately, her perverted assistant, Orville "The Geek" McArdle, has other ideas.

Before she can say, "Don't touch that until you've washed your semen-encrusted hands", he cracks her over the head and straps her bodily into the machine instead.

Getting into Stride

Doctor Stride has a kind of disinterested but charming southern States delivery that reminds you of Sissy Spacek in *Badlands*. She also has

enormous breasts which are only barely contained by her clothes. They look like two Volkswagen Beetles trying to park side by side under a bin-liner. Apparently, someone once made a computer game with a female with small breasts in it, but the families of all the developers were wiped out in a freak accident and it's now considered bad luck. Anyway, you are Doctor Stride. And since you're now wearing some kind of PVC bra and hold-up stockings combination, it means Orville must have dressed you while you were unconscious. Orville has a copy of a magazine on his desk. It makes you feel unclean, doesn't it?

The game

What we have here is a first-person viewed shoot 'em up which started life as a PlayStation game. Unfortunately, even with an SVGA mode, the texture mapping on the backgrounds looks pixelly and garish. The explosions are cool, though – stuff flies everywhere, flames flare up and die down, and the whole thing moves smoothly apart from the odd pause. Despite the gaudy backgrounds, I quite like it. The



(Top) At last – get round Manhattan without being mown down.

(Above) Dr Stride hiding her considerable 'Hello boys' assets.

(Middle left) Okay Mr McArdle, here's your starter for ten...

(Below left) "She flies like a bird through the skie-ie-ies."

(Below right) Dr Stride models yet another cardigan in the lab.

background music is a selection of pretty good techno-y sort of stuff, the sound effects are good, and it's challenging enough, even on the easiest setting, to keep you playing for a while.

There are one or two annoying things – the manual's crap, going for design over helpfulness (even some of the command keystrokes are incorrect); considering you're supposed to be in a hovering machine, it's really annoying that you can't get over two-foot high objects; and your craft can get a bit out of control at times. Generally, though, it's not bad. The problem is, there's a lot of first-person viewed action on the PC already, and it's certainly not up there with the biggies. But it's still an enjoyable blast – certainly better than the likes of *Krazy Ivan*, or Core's other PSX conversion, *Shellshock*. **Z**

Tech specs

Memory: 8Mb (16Mb recommended)

Processor: 486 (P/66 recommended)

Graphics: SVGA

Sound: All major soundcards

Controls: Keyboard, mouse

Score

77

Worth a look.

Price: £39.99 **Release Date:** Out now

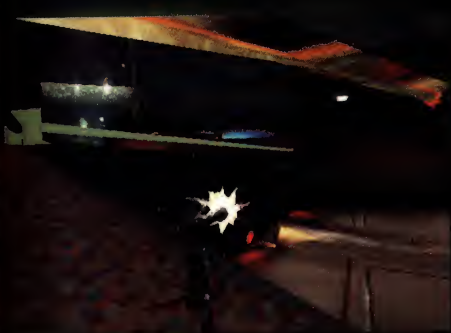
Publisher: EIDOS

Tel: 0181 780 2222

dan The People's Choice
Personal Computers

MINER DISCOVERS KRYPTONITE?

» you're getting closer «



Call our freephone information line on 0500 404840 Website <http://www.shiny.com>

Daytona USA



PANTS

Duncan MacDonald once bought a copy of *Daytona USA* for his Sega Saturn and took it back to the shop in disgust the very next day. Does this augur well for the PC version? Er, what do you reckon?

(Above) Chug, chug, chug, chug... pause... jerk, jerk, jerk, jerk.



IF YOU'RE FEELING LAZY DON'T EVEN bother reading this review, as the intro tells you just about everything you need to know – and the score should pretty much underline it. If you insist on persevering, however, I suppose I've got to as well (although, to be honest, I'm tempted to leave the entire page blank as a kind of testimony to the game's smellyness).

It was a coin-op...

As you'll know, *Daytona* was a pretty fab arcade game in its time, and it engendered debates in pubs among sad people: "I reckon *Ridge Racer*'s the best," always said one. "No," would say another, "it's got to be *Daytona* – the tracks are more imaginative." And so on. Yawn. But these days *Daytona* has been relegated in status to the point where there's actually a stand-up cabinet of the thing in a chip shop on Worthing pier. No matter, there's nothing wrong with that.

There are, however, an alarming number of things wrong with the home

conversions. The Saturn version (as mentioned in the intro) was virtually unplayable. Jerk-o-vision was the first little devil to raise its head, followed very soon after by the handling characteristics of your car – which drove pretty much like an anvil. But then, as if that wasn't enough, the music hit home bigtime... and it couldn't be turned off: "I'm going to fly-y-y so hi-igh, I'm going to fly right into the sky-y," was the lyric, but luckily for you I can't explain the 'tune', which was even worse. It started to appear in my dreams, on the bus, in the supermarket, and on and on. I've only recently managed to repress the bugger, but now, thanks to this PC version, it's back with a vengeance, floating around in my head again. Round and round and round. I can hear it as I'm writing this. It won't go away. Aaaaargh! Stop it! Stop it! Help me someone, pleeeeeease!

Things get worse...

Sega have very cleverly taken a shite Saturn game and made it worse for the PC. The cars handle almost exactly as uselessly, but as for the frame rate... well, let's just say forget about it. And that was on a P166, by the way. What you get is jerk, jerk, jerk, jerk, jerk, and

(Below) "I'm going to fly-y-y so hi-igh, I'm going to fly right into the sky-y."

(Below right) To give you a true impression of what this looks like moving, turn the lights out and aim a slow strobe light at this screenshot.



then a long pause as scenery loads in (or something). Then it's back to jerk, jerk, jerk again. It gets to the point that when hacking down a long straight you actually encounter the 'wagon wheel effect' from cowboy movies: the dotted lines on the road appear to be going backwards, even though the scenery beyond is nearing. Bizarre. And, of course, very, very crap.

Can I sing the song to you again, please? "I'm going to fly-y-y so hi-igh, I'm going to fly right into the sky-y." Bastards! Help! (etc). **Z**

Tech specs

Memory: 8Mb

Processor: P90 and above

Graphics: SVGA 256 colours

Sound: SoundBlaster 16 & compatibles

Controls: Keyboard/joystick

Note: Windows 95 only

Score

20

A worse version of a crap version of a good coin-op, with an unturnable-off song from Satan's very own buttocks.

Price: £39.95 **Release Date:** Out now

Publisher: Sega

Tel: 0181 995 3399

dan The People's Choice
Personal Computers

F22 LIGHTNING II™



MEET OUR NEW £60 MILLION STRIKER.



Streaking through blood-red sky over vast terrain. Dicing with life and death. Getting up the enemy's nose as much as possible. It's a test like you've never faced before. You'll marvel at F22 Lightning II's superior gameplay, gape at the amazing, unique graphics and witness the wailing and gnashing of teeth in glorious digital stereo. It's even more

dangerous and thrilling when you challenge others through network, modem or via direct connect. And just like football, one golden rule applies:

You must get the results. Or you go down.

For more information please telephone NovaLogic on 0171-405 1777 or write to NovaLogic Ltd., 26-27 Boswell Street, London WC1N 3JD.

F22 Lightning II, NovaLogic and the NovaLogic logo are trademarks of NovaLogic, Inc.
© 1996 NovaLogic, Inc.



Archimedean Dynasty

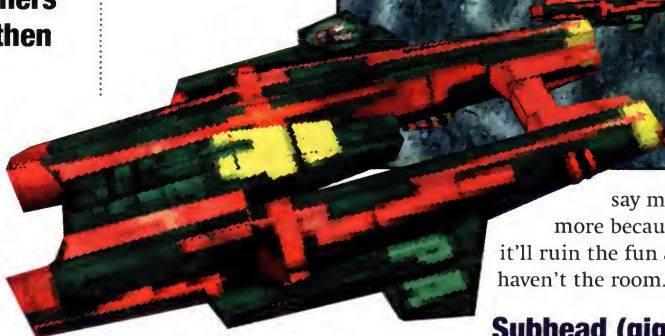
Paul Presley may have as much in common with ancient Greek philosophers as a bag of chips, but then so does Blue Byte's underwater answer to *Wing Commander*. Who better to dive in and check it out, then?

Q KAY, A LIMITED AMOUNT OF SPACE and so much to say. So rather than waste time with a lot of made-up preamble about my days in the German U-Boat squadrons (Surely 'humorous introductory text'? - Ed.), I'll get straight on with why *Archimedean Dynasty* should be taking up room on your games shelf (well, it's not as though you haven't already peeked at the outrageously high score so it would be pointless my trying to build up any kind of suspense, wouldn't it?).

How to describe it? Well, take your *Wing Commander* series, throw away the 'space-shooty' bits (*Space-shooty?* - Ed.), throw away the Mark Hamill/FMV bits so that all you've got left is the concept, replace them with the underwater simulation bits from *Subwar 2050* and a gamut of pre-rendered animations, improve the entire gameplay by several hundred per cent, tart it all up and bingo, one *Archimedean Dynasty*.

That actually makes it sound a lot worse than it is. What I'm trying to say is that it's an underwater *Wing Commander IV* without any time-consuming and costly film sequences. It's set in a totally submerged Earth of the future, where you play the part of a mercenary fighter pilot, embroiled in the war between corporations. I won't

(Right) An enemy squadron fails to avoid a minefield.



say much more because it'll ruin the fun and I haven't the room.

Subhead (giggle)

One of the problems I had with the *Wing Commander* games (at least the early ones) was that despite the background storylines, for the most part each mission was the same. *Archimedean Dynasty* solves this by having missions that match up to the storylines that lead you to them - mainly underwater dogfighting with bad guys - but the way these missions are structured is what lends them so much credibility. You never know what to expect and it's this unpredictability that makes it so much fun.

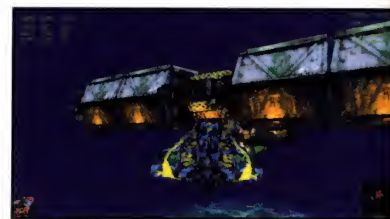
It also helps that the action bits are a true 3D simulation. The ships are all real textured polygons, there are underwater currents to deal with, canyons, ridges, cliff faces, buildings, outposts, huge warships, small fighter subs - everything is real, behaves real, looks real and plays real.

And they're tied together with some of the best presentation I've seen for a long time. The pre-rendered animations that tell the general story only occur every once in a while, giving a real feeling of reward once you get to them and the in-game graphics have to be seen to be believed.

Gone fishin'

I would have liked to see a little more character interaction when you're not fighting and it might have been fun to add a basic trading element to let the

player have a real feeling of freedom, but on the whole there's little to say against *Archimedean Dynasty*. It seems underwater sci-fi is making a comeback. With TV's 'SeaQuest 2030' proving to be miles better than its predecessor, *Archimedean Dynasty* proving to be miles better than Origin's space-saga and Kevin Costner's 'Waterworld' proving, er, well okay, bad example. **Z**



Tech specs

Memory: 8Mb

Processor: P75

Graphics: VGA, SVGA

Sound: All major digital cards

Controls: Keyboard, Joystick, Mouse

Score

92

A bolt out of the deep blue

Price: £44.99 Release Date: Now

Publisher: Blue Byte

Tel: 01604 232200

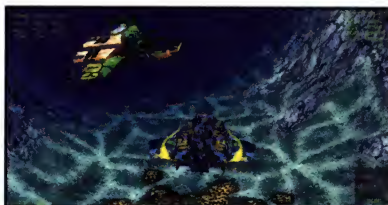
Web: <http://www.bluebyte.com>

dan The People's Choice
Personal Computers

(Above) A freighter gets nasty. And all I wanted to do was blow it up. Cheek.

(Below right) Two more entries in the Who's Got The Most Garish Colour Scheme competition.

(Below left) That'll teach you to say I look like a Gobot.



COMANCHE[®] 3



**TIME TO GET
YOUR CHOPPER OUT.**



The Comanche[®] RAH-66™. It's a nasty piece of work. Seize the controls for yourself in Comanche[®] 3, the all-new state-of-the-art combat helicopter game. Featuring an incredible 3D landscape powered by the revolutionary new Voxel Space 2™ graphics engine. Startlingly crisp digital stereo. And multiplayer capability through network, modem or via direct connect.

Can you beat it? Over our dead bodies.

For more information please telephone NovaLogic on 0171-405 1777 or write to NovaLogic Ltd., 26-27 Boswell Street, London WC1N 3JD.

Comanche is a registered trademark of NovaLogic, Inc. Comanche 3, RAH-66, Voxel Space, Voxel Space 2, NovaLogic and the NovaLogic logo are trademarks of NovaLogic, Inc. © 1996 NovaLogic, Inc.



Strategy and speed with 2 brilliant

F1 MANAGER



Incredible 3D real-time view options – cockpit or TV camera coverage

Features all original courses, teams and drivers from the current season

Select your own staff or take over a top F1 team

Use the research and development centre for the construction of your car

Communicate with your drivers during the race

Release Date: Thursday September 19



View your races from the cockpit in true 3D...



...or select one of the numerous TV camera angles



All 16 F1 circuits are featured

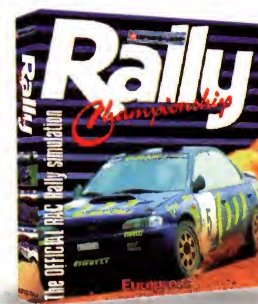


Design your components and view them in 3D

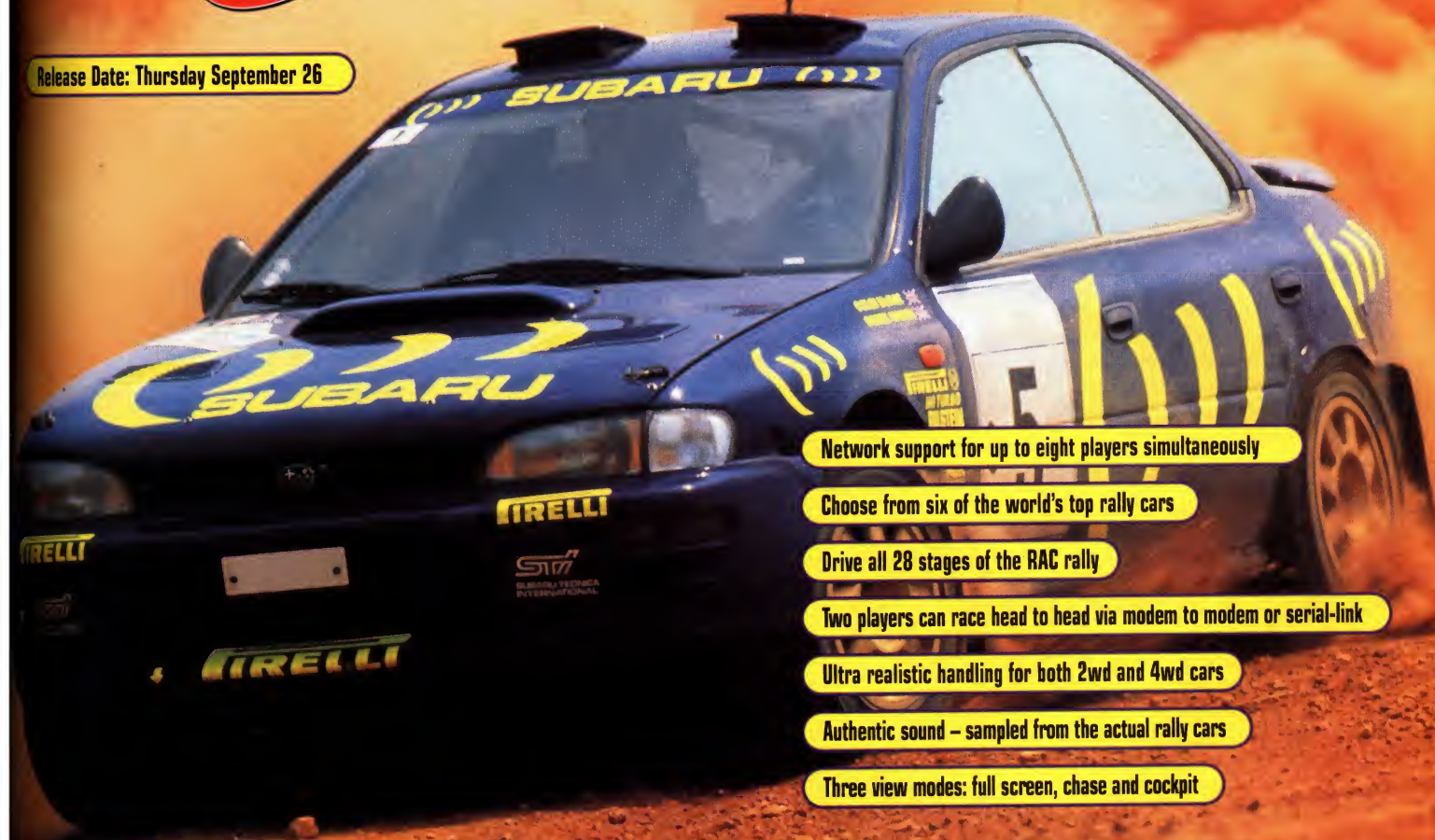
STOCKISTS INCLUDE: Dixons, Currys, PC World, Toys 'R' Us, Tempo, Comet, Virgin Megastores, HMV, Electronics Boutique, Game, Byte, Beatties, Silica, selected branches of Dillons, Waterstones, Blackwells and WH Smith and independent retailers.

new releases from **Europress**

Rally Championship



Release Date: Thursday September 26



Network support for up to eight players simultaneously

Choose from six of the world's top rally cars

Drive all 28 stages of the RAC rally

Two players can race head to head via modem to modem or serial-link

Ultra realistic handling for both 2wd and 4wd cars

Authentic sound – sampled from the actual rally cars

Three view modes: full screen, chase and cockpit

Download fully playable demo from September 5 onwards: <http://www.europress.co.uk>



Up to eight players can race together via network option



The mighty Subaru Impreza Turbo is just of the cars you can choose



Chase view is just one of three modes available



Night stages will challenge even the most seasoned Rally veterans

Visit your local stockist or contact Europress. Tel: 01625 (+44 1625) 859333.
Fax: 01625 (+44 1625) 879962. Internet: <http://www.europress.co.uk>

NF
Magnetic Fields

Europress

No motion capturing. No hi-res mode. In fact, nothing fancy at all. Just hundreds of different teams to play and instinctive gameplay. **Jeremy Wells** gets all sentimental about the latest version of *Sensi*.

SWOS 96/97



I'LL RESIST THE TEMPTATION TO HARK on about the old days when everybody owned an Amiga and loved *Sensible Soccer* to bits. Instead, I'll go with the flow and repeat how the PC conversion was never quite as good. It always seemed to run too fast, but it was still extremely playable and totally addictive, especially in two-player mode.

Cut to soft focus. Soft music (Burt Bacharach maybe). Soft narration wafts in... Come the end of press week, many a happy hour would be spent jostling and arguing over who was the best at *Sensi* chez Zone. Tempers would flare, expletives would fly about and large sums of money would inevitably change hands. In fact, if my memory serves me correctly, Paul Lakin still owes Patrick around £300 (they used to play double or quits) and Duncan still has a small scar on his arm after someone pushed him to the ground after losing 2-nil in the final of our weekly tournament. Them's were the days.

But back to the harsh reality of 1996 and *SWOS 96/97*. Well, to put it bluntly it's basically the same game as the last version, but with a few new features.

The control system has changed (though you'd hardly notice) so you can now make passes with after touch (couldn't you always do this?) and your

(Above) Seaman makes yet another fantastic save to deny Cantona. The sprites may be small, but this does mean that you can see a lot of the pitch and make long passes into space, just like Arsenal.



(Top right) Can Ryan Giggs convert this dead easy set-piece with just four minutes to go? Nah! Don't be stupid, mate! Seaman's in goal, isn't he! Looks like Wright's goal is the winner then. Again.



(Left) The tactics editor allows you to place your team exactly where you want. All the stats are pretty accurate, and for once the players are in their default positions. Is this a world first or what?

pint-sized squad will now perform stationary headers. There's a new training mode that allows you to try out new tactics with your A and B teams, and if you feel you're up to it you can now opt to become an international manager and select your own squad for major tournaments, such as the European Championship or World Cup.

As well as completely new and updated stats for every team (and they are very up to date. Hinchcliffe is in the England squad, as is Ian Walker, but sadly no Ian Wright), each player also has his top three skills now displayed beside him on the team selection screen to help you pick your strongest team. There's also a new scout feature which allows you to watch individual players on other teams to assess their performances and a few cosmetic enhancements such as new rendered sequences, revolving advertising hoarding and animated crowds.

Too good to notice...

To be honest, if I didn't have a list of the ten 'new features' in front of me, I wouldn't have noticed more than half of them. In this respect *SWOS 96/97* is more of a 'tweak disc' than a full-on upgrade, though this is reflected in the price (see boxout). It still plays well and it makes a refreshing change to be able to pick it up and just play it without wading through a manual of 30-odd different button moves (as with *FIFA*) or constantly fighting with the AI and re-setting your player selection every time you play (as with *Actua*).

It still has its faults, however. The player AI is the same as ever and therefore not without problems (players still run behind the goal and the keepers are sometimes bloody super-human) and however much you loved the graphical minimalism, you can't help thinking it looks a little dated when compared to the recent efforts from EA Sports and Gremlin. The management feature is a worthy distraction, but still nowhere near as complex or intense as *CM2* or *USM2*.

Whichever way you look at it, it remains one of the most playable football games ever released, and incredibly addictive. If you already own a version of *Sensi* (and the chances are you do), 30 quid for what are essentially



a few tweaks is asking a lot. But if you're looking for an instantly playable footie game, you could do a lot worse.

As for the future, let's hope Sensible finally force themselves to let go and move on to improving the graphics without losing everything that made the original game so great. **Z**

The Price is Right

You can purchase the all-new *SWOS 96/97* for around 30 sponds, which you might think is a bit steep if you're already the proud owner of an earlier version of the game. However, if you own a copy of *Sensible World Of Soccer*, you can upgrade it for just £9.99 by purchasing the four-disk pack. This will only upgrade old floppy versions of *SWOS* however. If you're confused, ring Warner on the number at the end of the review.

Tech specs

Memory: 4Mb (8Mb recommended)

Processor: DX2/66

Graphics: VGA

Sound: SoundBlaster & compatibles

Controls: Keyboard/joystick (recommended)

Score

80

Still one of the best football games ever.

Price: £29.99 (or £9.99 if you upgrade your original *SWOS*) **Release Date:** Out now
Publisher: Time Warner
Tel: 0171 391 4300

dan The People's Choice
Personal Computers



Microsoft

takes you to the

heights of reality!

with Microsoft® Flight Simulator™,
a pilot's ultimate challenge

- Two new planes - Boeing 737 and Extra 300s
- New Cities and airports - including London Heathrow and the sights of the city with Big Ben, Tower Bridge and much, much more
- Photo realistic scenery and amazing special effects
- Handle complex manoeuvres with on-line help and video tutorials
- Easier to install and play with AutoSetup and AutoPlay
- Designed specifically for Microsoft® Windows® 95
- Enhanced reality with Microsoft® SideWinder™ 3D Pro joystick



**PC
ZONE
CLASSIC** 95%

Just one of nine fantastic new games
from Microsoft

<http://www.microsoft.com/uk/>

where do you want to

go

today?™

AVAILABLE FROM THE FOLLOWING RETAILERS

• Byte • Comet • Dixons • Game • HMV • PC World • Silica • Staples and other high street retailers.

Where do you want to go today? and SideWinder are trademarks and Microsoft and Windows are registered trademarks of Microsoft Corporation in the US and/or other countries. Flight Simulator is a trademark of Bruce Artwick.

NASCAR Racing 2

Tim Ponting likes burning rubber, usually while wearing it himself. As Papyrus' latest racing sequel has nothing to do with his fetishes, he had to make do with leaving skid marks on tarmac for a change.

**PC
ZONE
CLASSIC**

FIRST REACTIONS OF IDLE bystanders to the sequel to Papyrus' *NASCAR Racing* are startlingly similar to those of the girlfriends of NASCAR drivers to their new season's race car.

Bimbo: "Honey, it looks just like the last one. It's kinda blue and shaped like a Chevy."

Hubby: "No, darling, this one's a Ford. And it's light blue and it's got more decals on it."

Bimbo: "So where are you driving this new car, darling?"

Hubby: "Same places as last year."

Bimbo: "Don't you kinda get bored? And driving round in circles, seesh, even the car park at K-Mart is more exciting!"

Hubby: "Look, just shut it, pooch, or I'll show you how similar this year's spanner is to last year's..."

Play any driving game in the office and you'll get a crowd rubbernecking. When they've finished that, they look at the game. The universal reaction is 'it's identical to the last one'. Well yes, it is identical, but it's also completely different...

Same league but in a different league

If you're producing a simulation of a particular racing league, and you're updating what was already a superb game, it's not surprising there are similarities. The tracks for a start. But after spending a few days with

(Right) Just crash and burn with the NASCAR boys on the spinny-winny track.



Tech specs

Memory: 8Mb

Processor: 486 (Pentium recommended)

Graphics: VGA, VESA, SVGA

Sound: SoundBlaster etc

Controls: Everything including wheels and pedals

NASCAR 2, it's clear it's a whole new ball game from *NASCAR*.

Firstly, Papyrus really has got its SVGA shit together. The original game in SVGA worked on high-end machines, but the detail on everything except the cars was poor. The graphics have been massively extended to include trees, bystanders, team vehicles, pit buildings and so on. Not only that, but the 3D engine has been tightened up to cope. If you've a decent 2MB graphics card and a P166, all options can be switched on and you'll get around 10 frames per second depending on how many cars are on screen. On a P100 with cars, track, skids and all the essentials 'On' with the other detail on 'Auto' (drop

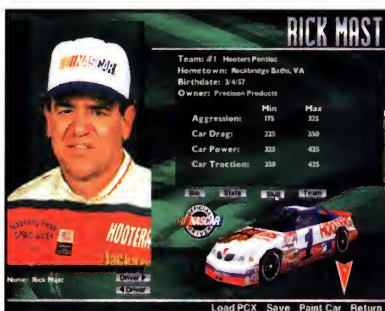
below a preset frame rate and it'll de-select the detail), you get much the same result: playable and pretty. In fact, the best option to keep the frame rate up is to show fewer cars ahead and behind.

Secondly, the physics model is totally different. The cars in the original game were notoriously difficult to control. Foot down, drive off, tweak the wheel, spin. Reverse. Straighten. Swear. Drive off. First bend, brake too late, start to turn in while still braking. Spin. Repeat until keyboard breaks from banging your head on it. Now, the dynamics are much more forgiving. If the back end begins to wobble, it's much easier to bring it back under control. Spins are less violent, and it's easier to steer the car out of them. Contact with other cars is more likely to leave them a wheel lighter than you. It's just more *playable*, okay? Certain tracks seem a lot faster and wider, too, such as Watkins Glen (the only bendy one). On the other hand, standing starts are a nightmare now - wheelspin city. Qualify in first, then drop to tenth as you leave more rubber on Yankee tarmac than you'll see



(Far right) It's almost impossible to overtake the famous NASCAR racing chicken.

(Right) All the drivers' characteristics are adjustable, so if you fancy disputing the racing line with Charles Manson, you can.





at a fetishist's convention.

Thirdly, the game now has more atmosphere, thanks to the steady stream of messages from the pit coming through your headset. Warnings about cars in your vicinity, accidents, letting you know that the three cars in front aren't back-markers but for a position... the system works well, though on some short ovals being told to 'go low' every ten seconds can get on your tits.

Fourthly, the menu screens are now cleaner and simpler. All the car tweaking takes place on one screen – at last – and it's easier to navigate through the race weekend menus.

And another thing

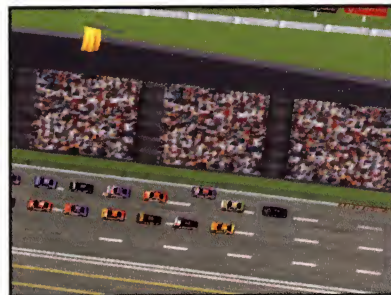
Fifthly... Oh, fuck it. It's fab. It really is. Take a track like Bristol (the 'Food 500' – only in America, eh?): a small banked oval that you can't take flat out. Qualify in the middle of the grid, and with a rolling start, it's a challenge making it safely round the first bend. At Bristol, you're always jostling with other cars, unlike the longer ovals. Nudging opponents off is an art (see 'Nobby Bastard's Guide To Racing Accidents') that'll see you carve through the field. But once you're in front, you have to stay there, and as your tyres turn into remoulds, the more prudent computer vehicles start catching up. Closing a door has never been so much fun since doing it on Fatty George's fingers in the fifth form. Then watch it all over again with the replay option. Then try racing the wrong way round the track



and see how many pieces you have left when they tow you in. Then play it at work on your network with up to seven other players using IPX, or head-to-head via modem or direct connect. As a multi-player game, it's a case of either driving very fast, very dirty or both... fab. Really, really fab.

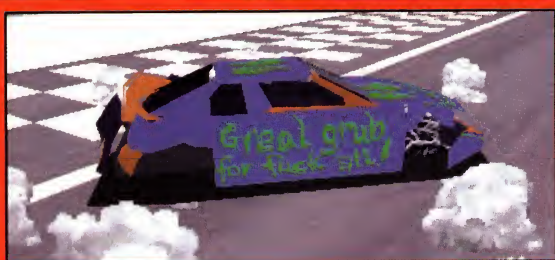
For those without a life, racing a full 500 laps complete with pit stops is the ultimate challenge, but for normal humans there is a range of options, including an arcade mode. However, if arcade racing is what you want, stick with RAC Rally, Screamer 2 or wait for Sega Rally; NASCAR 2 just doesn't quite have that authentic coin-op feel.

The fact that it's not perfect is good news – Papyrus can now go ahead with version 3 (rumoured to have 3D physics, hello to rolling cars, not present in this version still). Niggles include the aforementioned lack of flying vehicles and a clipping plane that is far too close when you race using the external as opposed to cockpit view (ie. the track suddenly vanishes a few yards in front of your car at several bends, especially noticeable at Watkins Glen). The fantasy tracks mentioned in the preview aren't finished, but will be released as freeware after Christmas – we'll have them on the Zone disk as soon as they're out. Oh, and you need glasses to read the rev counter, position and other text on screen – it



Painting by numbers

The paint kit for decorating your own car is vastly improved, though my art skills haven't. Specially for Duncan MacDonald, here is the Budgen's special I knocked up – so many times its wheels fell off.



Nobby Bastard's Guide to Racing Accidents



1. On the rear of your unsuspecting opponent. Aim to nudge him corner to corner, very gently. Wouldn't want anyone to notice, would we?



2. Nudge him and he'll 'get out of shape'. Go down the gym, fat boy.



3. ...very out of shape...



4. See you in the pit lane, loser.



(Above right) In VGA it flies but looks like pigeon poop.

(Top left) In full SVGA with every turned option on, you need a ninja PC. Ho hum.

was more prominent last time around. Also, selecting reverse gear is still a pain. But apart from this, NASCAR 2 really is fantastic, both compared with the old version and its competitors. If realistic saloon car-type racing is your bag, there is nothing else that comes close. **Z**

Score

92

Better, more playable, more, more, oh god...

Price: £19.95 Release Date: December
Publisher: Sierra
Tel: 0118 920 9100

dan The People's Choice
Personal Computers

1. SOCKS.

THANKS.

2. ARRAN JUMPER.

I'M SURE THEY'RE VERY FASHIONABLE AMONGST DEEP SEA FISHERMEN,
BUT YOU'RE HARDLY GOING TO IMPRESS ANYONE DOWN THE DISCO.

3. AFTERSHAVE.

USUALLY BRAZILIAN IN ORIGIN AND BOUGHT FOR TWO QUID FROM THE MARKET.
THE ONLY THING YOU'LL ATTRACT IN THIS IS THE NEIGHBOUR'S CAT,
BUT IT IS HIGHLY EFFECTIVE FOR UNBLOCKING DRAINS.

4. BOTTLE OF SCOTCH.

JAPANESE.

5. MONOGRAMMED HANKIES.

THE KING OF NAFF PRESSIES. IF YOU WANT TO STOP YOUR RELATIVES FROM
SENDING YOU THESE YEAR IN YEAR OUT, CHANGE YOUR NAME TO ZACK.

6. MY LITTLE PONY.

WHOSE IDEA WAS IT TO TAKE A PERFECTLY INNOCENT LOOKING CREATURE,
COVER IT IN CAR SPRAYPAINT AND MAKE IT LOOK LIKE TOYAH WILCOX ?

7. BALACLAVA.

LET'S FACE IT, UNLESS YOU'RE THINKING OF PULLING OFF A BANK RAID
NO ONE WEARS THESE ANYMORE.

8. LARGE TIN OF ASSORTED CHOCOLATES.

A NICE IDEA, BUT COME BOXING DAY YOU CAN GUARANTEE YOU'LL BE LEFT WITH
THREE HUNDRED WEIGHT OF COFFEE CREAMS THAT NO ONE TOUCHES.

9. SOAP ON A ROPE.

DISOWN YOUR FAMILY - IMMEDIATELY.

10. NASAL HAIR CLIPPERS.

DO YOU REALLY NEED REMINDING OF THE FACT THAT YOU'RE BEGINNING
TO LOOK LIKE YOUR DAD?

1. Meridian 59.

Enter a lost kingdom, battle fantastic monsters, learn powerful spells and join forces with fellow travellers in the World's first Internet-based 3D MUD game. Will you side with the Princess or ally yourself with the evil Duke? Only you can decide the fate of the world.

2. Heroes of Might and Magic II.

The highly anticipated sequel to the award-winning Heroes of Might and Magic. Return to Enroth and use your battle and strategic skills in a thrilling fight of good versus evil for the throne. New characters, new scenarios and new monsters make this even better than the original!

3. Strife.

The first interactive multi-player adventure to use the Doom™ Engine. This is the most perilous, most bloody journey of your life. Definitely not the sort of game you can play with granny on Boxing Day.

4. Decathlon.

Experience the thrill of competing head to head with your friends for the title of World's Greatest Athlete. Motion picture animation gives you stunningly smooth 3D action that's just like the real thing. On your marks...

5. Captain Quazar.

Battle the evil crime lords of the galaxy, seek out hidden levels and waste the enemy in this hilarious game of search and destroy. Superheroes don't come sillier than Quazar.

6. Game Guru.

Become invincible - unleash the power of the Game Guru. More weapons, more lives, more levels - more fun. This is how cheating should be.

7. Killing Time.

Can you find the secret of youth and stay alive?
Use your wit and weaponry to solve this eerie mystery of the undead.
This is the ultimate fright-fest for the true aficionado of first-person corridor mayhem.

8. Wages of War.

Could you organise a battle and balance the books?
You might kick ass on the battlefield but if you don't make a profit you're out of business.
War gamers, this is your ultimate challenge.

9. Nitro Racers.

Take on your friends over 30 tracks in this chaotic top down, smash 'em up racing fest. Avoid ice, oil, mud, and fellow racers to stay in the running.
Have you got what it takes to be No.1?

10. Bladeforce.

A killer blend of flying, shooting and strategy.
Take to the skies and do battle in your very own jet propelled back-pack.
Take your pick from an arsenal of weaponry - fill the enemy full of lead or simply beat them over the head with a frying pan. This should definitely be on your Christmas list.

DESIGNED
FOR THE
PC

Name: 3DO's top 10 essential Christmas gifts
Format: PC
Style: Everything from keyboard spankin' sports to gun-toting splatterfests
Graphics: Mind blowing
Features: Too many to mention here
Publisher: Studio 3DO: <http://www.3do.com>
When: December, when else?
Where: Anywhere good. (Tell your friends and family otherwise you'll end up with the usual rubbish.)

NEW WORLD
COMPUTING



COMPETITION
WIN! WIN! WIN!

A Day's Rally Driving for 2

To celebrate the launch of their fantastic game – *Network Q RAC Rally Championship* – Europress are giving two lucky *PC Zone* readers the chance to hurtle around a forest in Leicester in a new Escort Cosworth at speeds of over 100 mph. Two lucky winners will receive a VIP day at the Everyman Motor Racing School in Leicester where they'll be taught by professional rally driving instructors how to fishtail, powerslide and do real handbrake turns. After a morning's intensive training, they'll compete in a time trial against the clock, where they'll get to test their driving skills to the limit.

The two winners will also win a copy of *Network Q RAC Rally Championship* to take home and five runners-up will receive a copy of the game.

To enter, all you have to do is fill out the *PC Zone* reader survey on the facing page, pop it in the post along with the coupon on this page to the address shown below. You'll then be automatically entered into our *Network Q RAC Rally Championship* prize draw.



Answer this simple question and send it with your completed reader survey to the address shown to reach us by Friday 20th December 1996.

Cut out this coupon and send it to: *PC Zone/Network Q Rally Compo*, CPZ71D, Customer Interface, 1st Floor Suite, Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ

QUESTION: Who won last year's *Network Q RAC Rally*? Was it...

A) Colin McCrae B) Alex Rae C) Colin Culk

NAME:

ADDRESS:

POSTCODE:

DAYTIME TELEPHONE NUMBER:

N.B. This competition is open only to readers over 18 years of age who are in possession of a full UK driving licence.

RULES: All entries to be received by 20th December 1996. The Editor's decision is final. No correspondence will be entered into. Repeat entries will result in disqualification. There is no cash alternative. Proof of posting will not be accepted as proof of receipt. Persons involved in this promotion and execution of the draw, employees of Dennis Publishing and Europress are not eligible for entry.

PC ZONE

1 What kind of processor does your PC have and what is its clock-speed? (If you have more than one PC, tick the one you usually use for playing games.)

- | | | | |
|-------------------|-------------------------------|--------|-------------------------------|
| 486SX | <input type="checkbox"/> 1(6) | 33MHz | <input type="checkbox"/> 9 |
| 486SX | <input type="checkbox"/> 2 | 40MHz | <input type="checkbox"/> 0 |
| 486DX/2 | <input type="checkbox"/> 3 | 50MHz | <input type="checkbox"/> x |
| 486DX/4 | <input type="checkbox"/> 4 | 60MHz | <input type="checkbox"/> v |
| Pentium | <input type="checkbox"/> 5 | 66MHz | <input type="checkbox"/> 1(7) |
| Other processor | <input type="checkbox"/> 6 | 75MHz | <input type="checkbox"/> 2 |
| 486DX/2 OverDrive | <input type="checkbox"/> 7 | 90MHz | <input type="checkbox"/> 3 |
| Pentium OverDrive | <input type="checkbox"/> 8 | 100MHz | <input type="checkbox"/> 4 |
| | | 120MHz | <input type="checkbox"/> 5 |
| | | 133MHz | <input type="checkbox"/> 6 |
| | | 166MHz | <input type="checkbox"/> 7 |
| | | 200MHz | <input type="checkbox"/> 8 |
| | | Other | <input type="checkbox"/> 9 |

- | | |
|------------|-------------------------------|
| ISA | <input type="checkbox"/> 1(8) |
| VESA LB | <input type="checkbox"/> 2 |
| PCI | <input type="checkbox"/> 3 |
| Other | <input type="checkbox"/> 4 |
| Don't know | <input type="checkbox"/> 5 |

- | | |
|--------------|-------------------------------|
| 3Mb or less | <input type="checkbox"/> 1(9) |
| 4Mb | <input type="checkbox"/> 2 |
| 5-7Mb | <input type="checkbox"/> 3 |
| 8Mb | <input type="checkbox"/> 4 |
| 9-11Mb | <input type="checkbox"/> 5 |
| 12Mb | <input type="checkbox"/> 6 |
| 16Mb | <input type="checkbox"/> 7 |
| 20Mb | <input type="checkbox"/> 8 |
| 32Mb | <input type="checkbox"/> 9 |
| 33Mb or more | <input type="checkbox"/> 0 |

- | | |
|---------------------|--------|
| This is my first | 01(10) |
| Another PC | 02 |
| Amiga/ST | 03 |
| MegaDrive/SNES | 04 |
| Sony PlayStation | 05 |
| Sega Saturn | 06 |
| Other games console | 07 |
| Other computer | 08 |

Yes ☐ 1(11)
No ☐ 2
Not sure ☐ 3

- 486DX/4 PC ☐ 1(12)
- Pentium PC ☐ 2
- PC with other processor ☐ 3
- Other computer/games console ☐ 4

- Yes ☐ 1(13)
- No ☐ 2
- Not sure ☐ 3

- | | Yes | Intend to buy | Intend to upgrade |
|---------------------|--------------------------------|--------------------------------|--------------------------------|
| CD-ROM | <input type="checkbox"/> 1(14) | <input type="checkbox"/> 1(15) | <input type="checkbox"/> 1(16) |
| Joystick | <input type="checkbox"/> 2 | <input type="checkbox"/> 2 | <input type="checkbox"/> 2 |
| Modem | <input type="checkbox"/> 3 | <input type="checkbox"/> 3 | <input type="checkbox"/> 3 |
| Sound card | <input type="checkbox"/> 4 | <input type="checkbox"/> 4 | <input type="checkbox"/> 4 |
| MPEG card | <input type="checkbox"/> 5 | <input type="checkbox"/> 5 | <input type="checkbox"/> 5 |
| 3D accelerator card | <input type="checkbox"/> 6 | <input type="checkbox"/> 6 | <input type="checkbox"/> 6 |
| Video card | <input type="checkbox"/> 7 | <input type="checkbox"/> 7 | <input type="checkbox"/> 7 |
| Hard drive | <input type="checkbox"/> 8 | <input type="checkbox"/> 8 | <input type="checkbox"/> 8 |
| Extra RAM | <input type="checkbox"/> 9 | <input type="checkbox"/> 9 | <input type="checkbox"/> 9 |

- Nothing ☐ 1(17)
- Up to £299 ☐ 2
- £300-£599 ☐ 3
- £600-£999 ☐ 4
- £1,000-£1,999 ☐ 5
- £2,000-£4,999 ☐ 6
- £5,000 or more ☐ 7

- | | For home | For work |
|--------------|--------------------------------|--------------------------------|
| Up to £49 | <input type="checkbox"/> 1(18) | <input type="checkbox"/> 1(19) |
| £50-£99 | <input type="checkbox"/> 2 | <input type="checkbox"/> 2 |
| £100-£199 | <input type="checkbox"/> 3 | <input type="checkbox"/> 3 |
| £200-£399 | <input type="checkbox"/> 4 | <input type="checkbox"/> 4 |
| £400 or over | <input type="checkbox"/> 5 | <input type="checkbox"/> 5 |

- Yes, frequently ☐ 1(20)
Yes, occasionally ☐ 2
No, never ☐ 3

- Review in *PC Zone* ☐ 1(21)
 Subject matter/genre ☐ 2
 Review in other mags ☐ 3
 Word of mouth/comments on-line ☐ 4
 Review on TV/radio ☐ 5
 Packaging ☐ 6

- Coverage in *PC Zone* ☐ 1(22)
 Coverage in other mags ☐ 2
 Advertising ☐ 3
 Word of mouth/comments on-line ☐ 4
 Coverage on TV/radio ☐ 5

- Mail order ☐ 1(23)
Retail outlet ☐ 2

- | | |
|----------------------|--------------------------------|
| Virgin/Our Price | <input type="checkbox"/> 1(24) |
| Electronics Boutique | <input type="checkbox"/> 2 |
| HMV | <input type="checkbox"/> 3 |
| Game | <input type="checkbox"/> 4 |
| WH Smith | <input type="checkbox"/> 5 |
| Blockbuster | <input type="checkbox"/> 6 |
| Woolworths | <input type="checkbox"/> 7 |
| Supermarkets | <input type="checkbox"/> 8 |
| Independent retailer | <input type="checkbox"/> 9 |

- Yes, frequently ☐ 1(25)
Yes, occasionally ☐ 2
No, never ☐ 3

	<i>Playing games</i>	<i>Using on-line services</i>	<i>Playing multi-player games</i>
Less than 1 hr	□1(26)	□1(27)	□1(28)
1-2 hrs	□2	□2	□2
3-4 hrs	□3	□3	□3
5-6 hrs	□4	□4	□4
6-10 hrs	□5	□5	□5
10-15 hrs	□6	□6	□6
15+ hrs	□7	□7	□7

- Across the Internet ☐ 1(29)
At a cyber cafe ☐ 2
Across a network ☐ 3
With a multi-player BBS ☐ 4

- Yes ☐ 1(30)
- No ☐ 2

- Yes ☐ 1(31)
No ☐ 2
If yes, which game
was this:.....

- 76-100% ☐ 1(32)
51-75% ☐ 2
26-50% ☐ 3
25% or less ☐ 4

- | | |
|-----------------------|--------------------------------|
| Education/information | <input type="checkbox"/> 1(33) |
| Design/graphics | <input type="checkbox"/> 2 |
| Music | <input type="checkbox"/> 3 |
| Programming | <input type="checkbox"/> 4 |
| Finance/organisation | <input type="checkbox"/> 5 |

- | | |
|-----------------------------|--------------------------------|
| AOL | <input type="checkbox"/> 1(34) |
| MSN | <input type="checkbox"/> 2 |
| CompuServe | <input type="checkbox"/> 3 |
| Internet provider | <input type="checkbox"/> 4 |
| please specify:..... | |
| No, but I intend to be soon | <input type="checkbox"/> 5 |
| No | <input type="checkbox"/> 6 |

- Yes ☐ 1(35)
No ☐ 2

- It's a useful source of information ☒1(36)
It's great fun ☐2
It's slow and frustrating ☐3
It's difficult to find what you want ☐4
It's just full of porn ☐5
It's better than I expected ☐6
It should remain uncensored ☐7

- | | |
|--|--------------------------------|
| E-mail | <input type="checkbox"/> 1(37) |
| Technical support | <input type="checkbox"/> 2 |
| Reference | <input type="checkbox"/> 3 |
| Chat | <input type="checkbox"/> 4 |
| Gaming | <input type="checkbox"/> 5 |
| Surfing about not looking for anything in particular | <input type="checkbox"/> 6 |
| Downloading software demos | <input type="checkbox"/> 7 |

- Yes ☐ 1(38)
- No, but I intend to soon ☐ 2
- No ☐ 3

28 What types of game do you play? (Please tick all that apply)

	At home	At work
Doom-style	<input type="checkbox"/> 1(39)	<input type="checkbox"/> 1(40)
Strategy	<input type="checkbox"/> 2	<input type="checkbox"/> 2
Simulations	<input type="checkbox"/> 3	<input type="checkbox"/> 3
Graphic adventures	<input type="checkbox"/> 4	<input type="checkbox"/> 4
Arcade	<input type="checkbox"/> 5	<input type="checkbox"/> 5
RPGs	<input type="checkbox"/> 6	<input type="checkbox"/> 6
Sports	<input type="checkbox"/> 7	<input type="checkbox"/> 7

WHAT YOU THINK OF MAGAZINES

29 Do you buy PC Zone?

On subscription	<input type="checkbox"/> 1(41)
Newsagent, every month	<input type="checkbox"/> 2
Newsagent, most months	<input type="checkbox"/> 3
Newsagent, occasionally	<input type="checkbox"/> 4

30 How many other people read your copy of PC Zone?

None	<input type="checkbox"/> 1(42)
1	<input type="checkbox"/> 2
2	<input type="checkbox"/> 3
3	<input type="checkbox"/> 4
More than 3	<input type="checkbox"/> 5

31 On a scale of 1 to 5, how do the following elements affect your decision to buy PC Zone?

1=no influence; 5= very influential

Contents of cover disk	<input type="checkbox"/> 4(3)
What's reviewed	<input type="checkbox"/> 4(4)
What's previewed	<input type="checkbox"/> 4(5)
Feature content	<input type="checkbox"/> 4(6)
Competitions	<input type="checkbox"/> 4(7)
Contains hints for games you have	<input type="checkbox"/> 4(8)

32 Do you normally buy the floppy disk or CD-ROM version of PC Zone?

HD	<input type="checkbox"/> 1(49)
CD	<input type="checkbox"/> 2

33 If you buy the HD Issue, is this because...

It is cheaper	<input type="checkbox"/> 1(50)
I do not have a CD-ROM	<input type="checkbox"/> 2
I could not find the CD issue	<input type="checkbox"/> 3

34 How would you rate the following sections of PC Zone on a scale of 1 to 5?

(1: crap, 5: excellent)

Games reviews	___(51)
Blueprints (previews)	___(52)
Bulletin (news)	___(53)
Features	___(54)
Troubleshooter (tips)	___(55)
Hardware reviews	___(56)
Budget games	___(57)
Cover disc pages	___(58)
Buyer's Guide	___(59)
Mr Cursor	___(60)
PC Zone On-Line	___(61)
Cybertwats	___(62)
Culky Says	___(63)
Through the keyhole	___(64)
Competitions	___(65)

35 Which of the following magazines do you buy?

	Regularly	Occasionally	Never
PC Format	<input type="checkbox"/> 1(66)	<input type="checkbox"/> 1(67)	<input type="checkbox"/> 1(68)
PC Review	<input type="checkbox"/> 2	<input type="checkbox"/> 2	<input type="checkbox"/> 2
PC Gamer	<input type="checkbox"/> 3	<input type="checkbox"/> 3	<input type="checkbox"/> 3
PC Home	<input type="checkbox"/> 4	<input type="checkbox"/> 4	<input type="checkbox"/> 4
CD-ROM Today	<input type="checkbox"/> 5	<input type="checkbox"/> 5	<input type="checkbox"/> 5
Computer Life	<input type="checkbox"/> 6	<input type="checkbox"/> 6	<input type="checkbox"/> 6
PC Guide	<input type="checkbox"/> 7	<input type="checkbox"/> 7	<input type="checkbox"/> 7
Computer			
Gaming World	<input type="checkbox"/> 8	<input type="checkbox"/> 8	<input type="checkbox"/> 8
Escape	<input type="checkbox"/> 9	<input type="checkbox"/> 9	<input type="checkbox"/> 9
.Net	<input type="checkbox"/> 0	<input type="checkbox"/> 0	<input type="checkbox"/> 0
Internet Today	<input type="checkbox"/> x	<input type="checkbox"/> x	<input type="checkbox"/> x
Maxim	<input type="checkbox"/> v	<input type="checkbox"/> v	<input type="checkbox"/> v
GQ	<input type="checkbox"/> 1(69)	<input type="checkbox"/> 1(70)	<input type="checkbox"/> 1(71)
Esquire	<input type="checkbox"/> 2	<input type="checkbox"/> 2	<input type="checkbox"/> 2
Loaded	<input type="checkbox"/> 3	<input type="checkbox"/> 3	<input type="checkbox"/> 3
FHM	<input type="checkbox"/> 4	<input type="checkbox"/> 4	<input type="checkbox"/> 4
Loaded	<input type="checkbox"/> 5	<input type="checkbox"/> 5	<input type="checkbox"/> 5
Arena	<input type="checkbox"/> 6	<input type="checkbox"/> 6	<input type="checkbox"/> 6

36 Is PC Zone better, the same, or worse in your opinion than the following mags?

PC Zone is...

	Better than	Same as	Worse than
PC Format	<input type="checkbox"/> 1(72)	<input type="checkbox"/> 1(73)	<input type="checkbox"/> 1(74)
Computer			
Gaming World	<input type="checkbox"/> 2	<input type="checkbox"/> 2	<input type="checkbox"/> 2
PC Gamer	<input type="checkbox"/> 3	<input type="checkbox"/> 3	<input type="checkbox"/> 3
PC Home	<input type="checkbox"/> 4	<input type="checkbox"/> 4	<input type="checkbox"/> 4

37 How do you rate our CD-ROM cover disc in relation to other mags?

PC Zone is...

	Better than	Same as	Worse than
PC Format	<input type="checkbox"/> 1(75)	<input type="checkbox"/> 1(76)	<input type="checkbox"/> 1(77)
Computer			
Gaming World	<input type="checkbox"/> 2	<input type="checkbox"/> 2	<input type="checkbox"/> 2
PC Gamer	<input type="checkbox"/> 3	<input type="checkbox"/> 3	<input type="checkbox"/> 3
PC Home	<input type="checkbox"/> 4	<input type="checkbox"/> 4	<input type="checkbox"/> 4

38 How do you rate our HD cover disk in relation to other mags?

PC Zone is...

	Better than	Same as	Worse than
PC Format	<input type="checkbox"/> 1(78)	<input type="checkbox"/> 1(79)	<input type="checkbox"/> 1(80)
Computer			
Gaming World	<input type="checkbox"/> 2	<input type="checkbox"/> 2	<input type="checkbox"/> 2
PC Gamer	<input type="checkbox"/> 3	<input type="checkbox"/> 3	<input type="checkbox"/> 3
PC Home	<input type="checkbox"/> 4	<input type="checkbox"/> 4	<input type="checkbox"/> 4

ABOUT YOURSELF

39 How old are you?

701	Under 15	<input type="checkbox"/> 1(6)
702	15-17	<input type="checkbox"/> 2
703	18-24	<input type="checkbox"/> 3
704	25-34	<input type="checkbox"/> 4
705	35-44	<input type="checkbox"/> 5
706	45-54	<input type="checkbox"/> 6
707	55-64	<input type="checkbox"/> 7
708	65 or over	<input type="checkbox"/> 8

40 Which of the following best describes your occupation?

601	Senior managerial/ senior professional	<input type="checkbox"/> 1(7)
602	Managerial/ professional	<input type="checkbox"/> 2
603	Executive	<input type="checkbox"/> 3
604	Clerical	<input type="checkbox"/> 4
605	Work from home/ self-employed	<input type="checkbox"/> 5
606	Manual	<input type="checkbox"/> 6
607	Unemployed	<input type="checkbox"/> 7
608	Retired	<input type="checkbox"/> 8
609	In full-time education	<input type="checkbox"/> 9
610	Other	<input type="checkbox"/> 0

41 How much do you earn a year?

801	Under £10,000	<input type="checkbox"/> 1(8)
802	£10,000-£14,999	<input type="checkbox"/> 2
803	£15,000-£19,999	<input type="checkbox"/> 3
804	£20,000-£24,999	<input type="checkbox"/> 4
805	£25,000-£29,999	<input type="checkbox"/> 5
806	£30,000-£39,999	<input type="checkbox"/> 6
807	£40,000 or over	<input type="checkbox"/> 7

43 What is your sex?

Male	<input type="checkbox"/> 1(9)
Female	<input type="checkbox"/> 2

44 Do you have children?

No	<input type="checkbox"/> 1(10)
Yes	<input type="checkbox"/> 2

45 Do you live...

With your parents	<input type="checkbox"/> 1(11)
With partner/family	<input type="checkbox"/> 2
With friends	<input type="checkbox"/> 3
Alone	<input type="checkbox"/> 4

46 How many other people in your house use your PC?

None	<input type="checkbox"/> 1(12)
1	<input type="checkbox"/> 2
2	<input type="checkbox"/> 3
3	<input type="checkbox"/> 4
More than 3	<input type="checkbox"/> 5

47 Where in the house is the PC?

Your room/bedroom	<input type="checkbox"/> 1(13)
Lounge	<input type="checkbox"/> 2
Study	<input type="checkbox"/> 3
Other room	<input type="checkbox"/> 4

48 What national newspapers do you buy?

Daily Mail	<input type="checkbox"/> 1(14)
Sun	<input type="checkbox"/> 2
Times	<input type="checkbox"/> 3
Daily Telegraph	<input type="checkbox"/> 4
Mirror	<input type="checkbox"/> 5
Daily Express	<input type="checkbox"/> 6
Guardian	<input type="checkbox"/> 7
Independent	<input type="checkbox"/> 8
Financial Times	<input type="checkbox"/> 9
Evening Standard	<input type="checkbox"/> 0
Star	<input type="checkbox"/> x
Don't know/not stated	<input type="checkbox"/> v

49 Which of these do you currently drink at least once a week?

Beer	<input type="checkbox"/> 1(15)
Wine	<input type="checkbox"/> 2
Spirits	<input type="checkbox"/> 3
None of these	<input type="checkbox"/> 4

50 Have you personally spent at least £50 in the last 12 months on:

Books	<input type="checkbox"/> 1(16)
Video tapes, blank	<input type="checkbox"/> 2
Video films, bought or hired	<input type="checkbox"/> 3
Records, cassettes, hi-fi	<input type="checkbox"/> 4
Photography, incl. films	<input type="checkbox"/> 5
Home computing	<input type="checkbox"/> 6
DIY, tools & materials	<input type="checkbox"/> 7
Car accessories	<input type="checkbox"/> 8
Tools & plants for garden	<input type="checkbox"/> 9
Flowers & plants for house	<input type="checkbox"/> 0
Motorcycling	<input type="checkbox"/> x
None of these	<input type="checkbox"/> v

51 Which of these do you - or other members of your household - have in your home:

Video with remote control	<input type="checkbox"/> 1(17)
Video without remote control	<input type="checkbox"/> 2
Television with teletext	<input type="checkbox"/> 3
Subscription/cable TV	<input type="checkbox"/> 4
Satellite TV dish	<input type="checkbox"/> 5
CD player	<input type="checkbox"/> 6
Other hi-fi/stereo	<input type="checkbox"/> 7
Microwave oven	<input type="checkbox"/> 8
Computer	<input type="checkbox"/> 9
Fax machine	<input type="checkbox"/> 0
Mobile phone	<input type="checkbox"/> x
Car phone	<input type="checkbox"/> v

READER'S SURVEY COMPETITION

Thank you for your participation and time. In order to be entered into the FREE prize draw, please fill in your details below and return your survey to our freepost address by Friday 20th December 1996.

Name

Address

Postcode

Daytime phone no

Please indicate here if you do not wish to receive details of further relevant special offers or new products ☐ Q 701

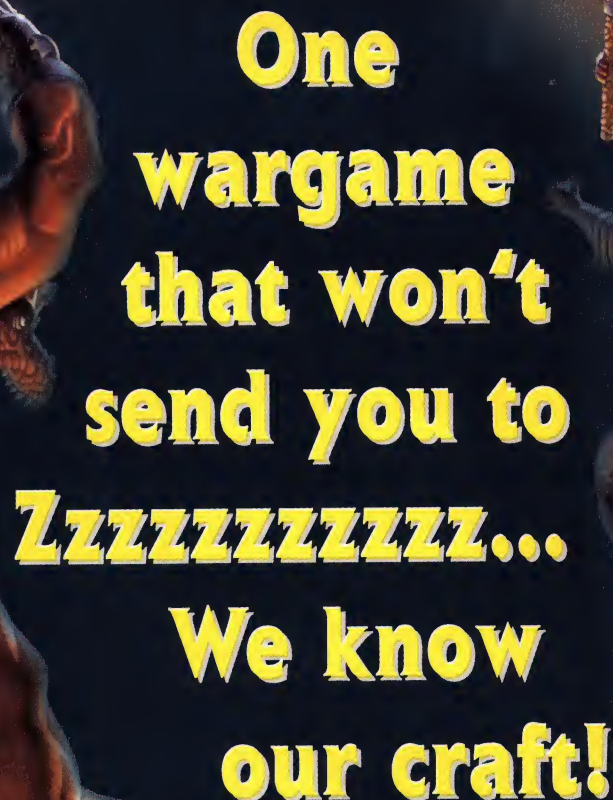
"The most utterly addictive game we've ever played, it beats the opposition hands down... it's brilliant."

Dan Slingsby - Editor PC Format
***"If you're desperate for a decent
 fix of real time strategy action
 and you were as disappointed in
 Z as we were, War Wind is
 definitely for you."***

WAR WIND



"If you were to ask me why I'd buy War Wind over Warcraft 2, I'd say because War Wind you'd still be playing in 3 months time, where Warcraft 2 you'd probably get fed up with after a couple of weeks, if that."



**One
wargame
that won't
send you to
Zzzzzzzzzzzzz...
We know
our craft!**

Visit the War Wind Website:
<http://www.warwind.com>



**Mindscape, Priority House, Charles Avenue, Maltings Park,
Burgess Hill, West Sussex, RH15 9TQ, England.**

Tel: 01444 246333 Fax: 01444 248996

UK WEBSITE: <http://www.mindscapeuk.com>

Our New Righteous 3D™ Accelerator Will Accelerate More Than Your Graphics.

WARNING!

RUNNING PC GAMES 3D™
WITH RIGHTEOUS 3D
ACCELERATOR
MAY RESULT IN
SHORTNESS OF BREATH,
INCREASED HEART RATE,
GIDDINESS.



INTRODUCING RIGHTEOUS 3D. WHETHER YOU'RE INTO SERIOUS FLIGHT SIMS OR HARDCORE MUTANT-BLASTING, THERE'S NOTHING IN THE GALAXY THAT CAN PUMP MORE 3D REALITY INTO YOUR GAMES.



*Descent™ II: Destination Quantum 3D
Without Righteous 3D*



*Descent™ II: Destination Quantum 3D
With Righteous 3D*

built-in transparent and translucent effects and Windows® 95 Direct3D™ support, to name a few.

But all this rocket science is just technobabble if it can't make your games more fun.

Which is exactly what Righteous 3D does. You not only get eye-popping visual effects—smooth textured images and outrageous atmospherics—you get full speed interactivity. Something no mere graphics board can deliver.

In fact, Righteous 3D is the first accelerator of its kind that can render complex 3D images at full-motion frame rates.

And much higher heart rates.

No more pixels. No more heky-jerky

stick figures. Just sharp, clear images that move like nothing you've ever seen on a monitor. Which can make good games great. And great games truly awesome.

So get a grip on reality. Visit your computer retailer or our website at www.orchid.com, or call us for more information at 01256-479898. And see what a little adrenaline can do for your system.



©1996 Micronics Computers, Inc. Micronics, Righteous 3D and the Orchid logo are trademarks of Micronics Computers, Inc. All other trademarks are the property of their respective owners. Descent™ II: Destination Quantum 3D screen shot courtesy of Interplay.



When Duncan MacDonald can't think of an intro he generally starts by saying 'When Duncan MacDonald can't think of an intro' and then makes some kind of entirely unconnected crap joke. This time, however, he can't even think of an entirely unconnected crap joke. Useless bastard or what?

Shattered Steel



(Far left) "Piss off! My windscreen's clean! I don't want it scrubbed."

(Left) "Er, I don't mean to be rude but it doesn't take three of you..."

(Right) Oh-oh. You are about to enter a cellulite-free zone.



AS MANY OF YOU NO DOUBT PLAYED the demo on our CD a couple of months back, you've already gone some way into forming your own opinion of *Shattered Steel*. Consequently, what I think I'll do from here on in is talk you through my reactions to each part of the full game... and you should bear in mind that these were probably the very same reactions you'd have experienced yourself.

Options akimbo...

I'd forgotten how dark, dreary and dingy the game's landscape had looked. Now it all came flooding back. Browns, browns and more browns. "But this is the future," said a voice in my head. Yeah, right. Then I summoned up the map to find where I was and, more importantly, where the enemy was. Oh dear, I'd forgotten how confusing the map was. Back into the 'robot doofer' then, and time to

march into combat. Ah! Something else I'd forgotten was how unintuitive the keyboard/mouse control was: *Quake* it ain't. The cheesy controls soon led me to miss virtually everything I aimed at. I decided that I could live without the rotating cannon module, and plunged back to the options to select joystick control and 'auto-aiming' instead.

So sleepy, so sleepy...

Much easier now, but still not much fun. Not that there wasn't enough action - my finger never left the trigger. Things were coming at me right, left and centre, and they all needed about a hundred hits. I proceeded to level two. Cue the same. Yawn. Level three, four and five, again much the same. But now I was out of familiar territory, and was interested to see if *Shattered Steel* would suddenly become more 'engaging'.

Level six and beyond...

Ah! Er, no, it was still more of the same. In between each of the levels so far there had been a massive wodge of unfolding storyline, intended to get me gripped - but knowing that I had to trudge through the frenetic yet boring 'shoot continuously' stuff, I started to take less and less notice of it. By the time I was on level 12 I was the owner of a new exoskeleton, had a couple of new weapons, and was kitted out with a version 2 'shield'... but frankly I didn't care. The subtle twists and turns of the story had passed me by long before, and I was on auto-pilot, eyes half closed, trigger finger clamped firmly against the button. Time to activate the cheat mode, then, just so I could reach the end of the bloody thing and report back with any good points.

So, good point one: 50 levels, and they're vaguely non-linear. Good point two: some fairly decent enemy AI. Good point three: 20 or so weapons. Good

point four: after letting off the nuclear grenade there's a blinding flash and a shockwave that sends out a ripple of raised ground. Good point five: there are some nice lighting effects.

On the down side, all the HERCS look like they're stuck on top of the landscape, and if you whistle the Monty Python theme tune, they look quite stupid doing their very silly walks. Although the interface and rendered stuff looks nice, *Shattered Steel* isn't a 'nice-looking' game. It's also a bit samey, and nowhere near as good as *Mech Warrior: Mercenaries* or even *EarthSiege 2*. **Z**

Tech specs

Memory: 8Mb (16Mb recommended)

Processor: Pentium

Graphics: VGA/SVGA

Sound: All major sound cards

Controls: Keyboard, mouse, joystick

Score

71

You know how some games grab you by the balls and won't let go? Er, well, this one doesn't.

Price: £39.99 **Release Date:** Out now

Publisher: Interplay

Tel: 01628 423666

dan *The People's Choice*
Personal Computers

Story time!

The year is 2132. Deep space exploration and colonisation have become a reality. The universe has split into two distinct societies: the lawful core and the lawless frontier world. Both are in competition with each other for the necessary elements needed for survival. The player is a freelance mercenary contracted by a large mining company and is assigned to investigate the breakdown of usual communication protocols at the mining camp on Lanois 3. The disturbance is thought only to be one of the frequent pirate raids; instead, as the player begins his reconnaissance in his planet runner, he discovers a strange alien race intent on destroying all human installations and their inhabitants. With communications jammed, the player must face and destroy the alien force alone. Fail, and Earth is the next target for goobyjode destruction.



(Above) Buns of steel (literally).



dan Premium 100
Performance
July 95



dan Ultimate 120
Recommended
Aug 95



dan Ultimate 133
Recommended
Aug 95



danium 95
Technical Merit
Sept 95



danium 95
Highly Commended
Sept 95



danium 95/90
Award for Speed
Dec 95



dan Supermedia P75
Recommended
Dec 95



dan Ultimate 133
Recommended
Dec 95



dan 95/100
Performance
Jan 96



dan Ultimate 166
Recommended
Feb 96



danium 133
Best Buy
March 96



dan Home
Recommended
Feb 96



danium 95/100
Gold Award
April 96



danium DUO Serve
Runner-Up
June 96

Dan presents two different models of dan PCs that have been specially designed for home use by the whole family. The best selling dan Home PC is still available but because of popular demand, we are now introducing

the dan Home Plus. This exciting system is a 'super loaded' version which contains many upgrades. Both systems include multimedia kits, fax modems and collections of software titles. Younger children can enjoy games and educational programs and older ones

can do their homework, listen to music, use an encyclopedia or even watch TV (option at extra cost). Adults can use a word processor, spreadsheet and database, send and receive faxes and e-mail or get connected to the Internet.



CE

What the experts said

NEW Spec

Choose one of the two software packs with the dan Home Plus PC

dan MM Software

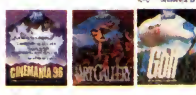
Pack 1: Quicken 5, 500 Nations, Dinosaurs 1, Dangerous Creatures 1, Multimedia Golf 2, Musical Instruments 1, Dogs & World of Flight.



OR

dan MM Software

Pack 2: Quicken 5, Cinemania 96, Art Gallery & Golf 2.0



Higher Spec
New LOWER Prices

dan Home Plus PC/SMM

- 16MB RAM - Fast 1.6GB HDD
- Intel Pentium® Processor
- Fast Graphics card 2MB/64-bit
- 15" Super VGA L/R N/I Monitor
- 28.8(33.6)KBPS Fax/MODEM
- Soundblaster AWE Value 512K
- 8x Speed CD-ROM
- 256KB Pipeline Burst Cache Memory
- Fast EIDE PCi Hard Disk Controller
- Free Slots: 2 PCi, 1 PCi or ISA
- 1.44MB Floppy disk Drive
- Midi Tower Case, Win 95 UK Keyboard
- dan Hi-Fi Power Speakers (80WPMP0)
- Windows 95
- 1 Parallel & 2 Fast Serial Ports
- Microsoft Mouse, Microphone, Joystick
- MS Works Suite, Page Plus DTP
- ENCARTA 96 US Encyclopedia,
- the dan Games Collection (5 Games: Bioforge, Hi Octane, Theme Park, Magic Carpet, Int, FIFA Soccer)
- plus choose one of the two dan MM Software packages (1 or 2).



Perfecting the PC

EASY Buy

Monthly Payment

APR 19.9%

120MHz	£ 1298	£ 1526	incl. VAT	£50.43
133MHz	£ 1353	£ 1590	incl. VAT	£52.52
150MHz	£ 1413	£ 1661	incl. VAT	£54.84
166MHz	£ 1510	£ 1775	incl. VAT	£58.56
200MHz	£ 1596	£ 1876	incl. VAT	£61.86

TV TV & Teletext Card £80
(£95 inc VAT)



"Dantium Home Plus PC: Nerds have dreams about PCs like this. Performance is spritely, with the help of the EDO RAM and the Intel chipset. Windows 95 positively flies, while Descent is so fast it almost seems like a new game. If you do a lot of graphical work, DTP and photo-editing for example, or disk intensive jobs - programming and the like - then the dan, with its greater performance and the built-in modem, is the better bet. For these reasons and the combination of other hardware, the dan picks up the award for best-value PC here. It is recommended if you want to get your money's worth - and who doesn't?" **PC Format, Best Value Award, (dan Home Plus), June '96**

Add-ons

Memory upgrade from 8MB to 16MB	£ 47	incl. VAT 56
16MB to 32MB	£ 94	incl. VAT 111
17" iiyama 8617E		
Monitor Upgrade from 15"	£ 266	incl. VAT 313
15" Monitor Upgrade from 14"	£ 74	incl. VAT 87
2MBSDRAM ATi Video Card		
Upgrade from 2MB DRAM	£ 14	incl. VAT 17
Games Joystick	£ 18	incl. VAT 22

NEW

Upgrade the dan Home Plus to a 3D Graphics Card with 3 x 3D Games

add £ 35 (£ 42 inc VAT)

Dan technology cannot guarantee that all other games available on the market will operate correctly with this new 3D Graphics Card.

Save on MS Office 95

MS Office 95 for Students £ 79 (£ 93 inc VAT)

CALL More people qualify for this new Microsoft offer.

UPGRADE TO THE NEW ATI VIDEO XPRESSION (2MB SDRAM)



This is a powerful, extendable 64-bit multimedia accelerator board, designed to bridge the gap between the PC, the TV and the games console. The ATi 264VT graphics processor provides more natural & appealing TV-quality video. It displays 30 frames per second (fps) MPEG encoded video, comes with Direct Draw drivers and will support resolutions up to 1280x1024. The raw processing power of the ATi 264VT graphics processor coupled with the latest technology of SDRAM video memory makes it faster than VRAM based cards but at less than half the price. This new high performance synchronous memory technology gives not only refresh rates of up to 120Hz but also produces extremely high data transfer rates of 528 MB/s, making it one of the fastest types of memory available today.



Cert No: 95/4556
ISO 9002/EN 29002 (BS 5750 Pt 2)

go direct to dan



Surf the NET

PIPEX DIAL

A modem is your gateway to the outside world. The dan Home PC is supplied with a standard 14.4KBPS fax modem while the dan Home Plus now includes the faster 28.8(33.6)K BPS model. You can now send and receive faxes from your PC as well as talk to millions of other

computer users through PIPEX DIAL. This trial software is included to give you 28 days (or max 24 hrs) access free of charge with details for a full system upgrade. You can 'surf' the INTERNET, find out information on almost any subject and even do some of your shopping.

dan Home PC/SMM



- 8MB RAM - Fast 850MB HDD
- Intel Pentium® Processor
- Fast Graphics card 1MB/64-bit
- 14" Super VGA L/R N/I Monitor
- ATi ISA TV Tuner Card
- 14.4KBPS Fax/MODEM
- 16-bit Sound Card
- 8x Speed CD-ROM
- 256KB Cache Memory
- Fast EIDE PCI Hard Disk Controller
- Free Slots: 2 PCI
- 1.44MB Floppy Disk Drive
- Desktop Case, Win 95 UK Keyboard
- dan Advanced Speakers (10WPMPO)
- Windows 95
- 1 Parallel & 2 Fast Serial Ports
- dan Serial Mouse, Microphone
- MS Works Suite, Page Plus DTP
- ENCARTA 96 US Encyclopedia & the dan Games Collection (5 Games: Bioforge, Illi Octane, Theme Park, Magic Carpet, FIFA International Soccer)



Now with TV card & Teletext

EASY Buy Monthly Payment APR 19.9%

120MHz	£ 996	£ 1171	incl VAT	£ 38.83
133MHz	£ 1051	£ 1235	incl VAT	£ 40.92
150MHz	£ 1111	£ 1306	incl VAT	£ 43.24
166MHz	£ 1208	£ 1420	incl VAT	£ 46.97

Lower Cost Configurations also available.



Desktop System with 15" Monitor Upgrade



"We would be lying if we said that the dan Home Plus/133 was the fastest PC in the world, but it is certainly one of the fastest Pentium 133 machines we have ever tested. This machine speaks volumes about its components and the thought that went into its design. Add to that the fact that it is competitively priced and you end up with a PC that has much to recommend it. Overall, the dan Home Plus/133 is an excellent buy." **WHAT PC, Best Buy (dan Home Plus/133), Aug '96**

SO YOU WANT TO BUY A PC? Christmas 96 RECOMMENDED

dan Home 133 Nov 96

Personal FINANCE EASY Buy

A monthly payment scheme is available to private purchasers, subject to status & proof of identity. A typical example of a payment calculation for a dan computer costing £1228 incl. VAT would be: £1228 + £18 (delivery) = £1246 total cash price, payable by 10% deposit of £124.60 followed by 36 monthly direct debit payments of £40.70 (19.9% APR). Total amount paid over 36 months will be £1589.80. Written quotations are available on request. Dan technology plc is a licensed credit broker.

Watch TV & TELETEXT on your PC

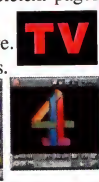
(Requires ATI Video Card with AMC connector) This card combines TV program viewing with video recording on your PC. It enables the PC to receive TV broadcast signals directly from an aerial or cable and display a live TV program on your standard VGA monitor. You can connect it to a VCR, laser disk player or camcorder to capture images or even movie clips. These can then be saved to disk, copied to business presentations, web pages or e-mail messages.

TV on your PC & Teletext

Capture Pictures and Video Clips

included as standard in dan Home PC

- In addition to the TV capability you can display teletext pages with Fast text. Additional features include:
- Full screen TV, zoom and movie clips capture.
 - Save or print capture images or teletext pages.
 - MPEG-1 Playback (30 fps - supports Video CD 2, Karaoke etc).
 - Save captured still images direct to Windows Wallpaper.
 - Enlarge any area of the TV picture you select.



WARRANTY: All dan systems and components come with one year back-to-base parts & labour guarantee and Lifetime Hotline telephone support. Optional 8-working hour response ON-SITE maintenance (£42 for the first year). **14 DAY MONEY BACK GUARANTEE IF NOT SATISFIED** (excludes printers & Software). All software supplied on original media, except for Works & Organizer which are only pre-installed on the hard disk. Dan technology systems prices and specifications are subject to change without notice. All sales are subject to dan technology plc terms and conditions, a copy of which may be obtained on request. All trademarks acknowledged. The Intel Inside logo & Pentium are registered trademarks of Intel Corporation.

Delivery cost to most of UK for one system is £ 15 (£ 18 inc VAT)

London: 0181 830 1100 Leeds: 0113 259 1200

LONDON: Ironbridge Close, Great Central Way, London NW10 0NW. LEEDS: There is no showroom available at our Leeds Office. Opening Hours / London Showroom: Mon-Fri 10am-6pm



VAT @ 17.5% E.&O.E.

dan
technology plc



CREATIVE

3D Blaster

PCI

See What You've Been Missing



If you play games on the PC, you've never seen anything like the Creative Labs 3D Blaster. This breathtaking graphics accelerator takes 3D game

play on PCI systems to a whole new dimension of excitement with imagery so realistic your eyes will be out on stalks.

No more blocky graphics or jerky frames. Instead you can feast your eyes on superb quality, super sharp definition and blinding performance which you can't get with conventional cards.

3D Blaster PCI's compatibility also gives no other card a look in, with extensive games support including Direct3D™, DirectDraw™, CGL and Speedy 3D.

Today there are more than 40 top titles launched that support

the 3D Blaster PCI, and four of these hot titles come with every card – Quake™, Flight Unlimited™, Battle Area Toshinden™, and Rebel Moon™. Keep your eyes open for more to come.

3D Blaster PCI combines full screen colour with total 3D realism for much richer, more defined and more hypnotising game play than you've ever experienced before.

Harness it with the awesome Sound Blaster 32 card, and you won't believe your eyes – and ears.

See what we mean. Today.

Visit our Entertainment Arcade in 'Creative Zone' (www.creativelabs.com), the site for serious players' eyes or call our presales hotline on 01245 265 265

CREATIVE

© Creative Labs 1996 Sound Blaster is a registered trade mark and the Sound Blaster compatible logos are trade marks of Creative Technology Ltd. The Creative Logo is a trade mark of Creative Technology Ltd. E-mu Systems is a trademark of E-mu Systems, Inc. Microsoft Windows and MS-DOS are registered trade marks of Microsoft Corp. in the United States and/or other countries. All other brand and product names listed are trade marks or registered trade marks of their respective holders and hereby recognised as such. All details are correct at time of going to press. All specifications are subject to change without prior notice. Actual contents may differ slightly from those pictured.

PICK N MIX

Roll up, roll up! Welcome to **Charlie Brooker's** Pick 'N' Mix stall! Get your lumps of shit 'ere! Freshly laid this mornin'! We've got a special offer on *Pinball* and *Myst* clones this month, darlin'! Get 'em while they're steamin', they're luvverly! Two for the price of one to you, dear! Shit for sale! SHIIITTTT FOR SAAAAALLLLL!

LEISURE SUIT LARRY 7: LOVE FOR SAIL



LARRY'S BACK, HE'S HAD A (MUCH NEEDED) graphical face-lift, and Al Lowe's jokes are as funny/unfunny as ever (delete as applicable depending on whether his particular brand of humour does it for you or not). The gameplay is unsurprisingly identical to that of all the previous games, in as much as the whole game revolves around Larry trying to get off with a series of huge-breasted, intellectually

challenged babes, who all promise him the earth, only to deliver, er, a very small clump of soil. Or something.

All the 'action' takes place on a cruise liner, giving rise to all sorts of witty mariney double entendres and, of course, Al has picked this particular theme so he would have an excuse to fill the game with bikini-clad women. *Quelle surprise!*

Oddly enough, in addition to the usual point-and-click interface, Sierra have brought back the keyboard method of input. This means you get to type in stuff like 'get your kit off' to all the girls in the game if you want. Fantastic, eh? Okay, this review probably sounds pretty negative, but let's face it, the whole series is getting a bit long in the tooth.

Let's just finish with an absolute cop-out closing comment along the lines of "Larry fans will love it, everyone else won't", to convey the feeling of lethargy the game inspires in those unfortunate enough to find themselves in front of it.

And how about a cop-out score of 79 as well? Yes, that will do nicely thank you.

Chris Anderson



Just how many *Larry* games will we have foisted upon us before Sierra give up the ghost, or Larry actually gets his gal?

Publisher: Sierra
Tel: 01734 303322
Price: £44.99
Internet: www.sierra.com

SCORE: 79%

RAVAGE

NOW YOU EITHER LOVE OR LOATHE THESE GAMES on rails. The *Rebel Assault* games worked because they oozed class and made the most of the 'Star Wars' universe and characters. The *Cyberia* games worked because they played and looked gorgeous. Now Ingames, in-keeping with the 'FMV is fab' brigade, have released *Ravage*, an FMV-laden graphical spooze-fest.

You're a marine, one of Earth's elite blah, fighting

aliens etc, etc, who've come through dimensional gates, waffle, waffle. But who cares about the plot, it's all pretty run-of-the-mill stuff – all you really need to know is that *Ravage* is one of the most gorgeous-looking games ever, and besides its good looks, it's surprisingly playable too.

As usual, the control system is pretty limited (well, it is on rails). You control the gunsight of your marine as he jaunts about both on foot and in any craft that's handy, shooting anything that moves. Every now and then you get to move freely through 360 degrees, albeit stationary (what a treat – *Quake*, anyone?), but it does add to the gameplay quite considerably.

The FMV is fab – almost budget sci-fi movie quality and occasionally it's genuinely funny, but there's just so much of it that the action gets broken into unplayable chunks. Combine this with only seven short levels and you soon get bored. Ingames have made the highest difficulty level ridiculously hard in an effort to give it more life, but at the end of the day, it's just frustrating. Still, it's good for a few plays, so wait 'til it



comes out on budget. The best railed game since *Cyberia*, but £40 for seven short levels isn't worth it.

Barney Hanlon

Publisher: Warner Interactive
Tel: 0171 391 4300
Price: £39.99
Internet: www.inscape.com

SCORE: 72%



Zap the bastard before he does the same to you.

ACE VENTURA



EITHER YOU LOVE JIM CARREY, OR YOU HATE HIM. Unless you're me, in which case you can't quite make up your mind. Anyway, what we have here is a fairly slick toonsplashed point-and-click adventure starring the bizarrely-coiffured Ace Ventura. Some people have said that I now look like Jim Carrey,

because of my hair. I used to have it shaved, but I haven't had it cut for a while, you see, and I've been gelling it up out of my eyes. The thing is, I can never be bothered to blow dry it, so it goes rock hard. I could break tables with my hair you know, just by head butting them. Anyway, back to the game. The simplicity of the interface (not to mention most of the puzzles) suggests a target audience of wickle kiddies, although much of the humour will fly straight over their heads (like most modern cartoons, it's drenched in irony and littered with pop-culture references – two things which are hard to appreciate fully when you're ten).

It's not without its faults – some of the sub-games are terrible, and the CD accessing seems a little OTT at times (unless you want to blow 240Mb of disk space during the installation, that is) but all things considered, it really ain't too bad. Most younger kids will be content to just sit and watch the animation, which is very well done, as are the voice overs and music. Which is nice.



Ace Ventura: What a Carrey-On! Ha ha! Ho ho!

Publisher: 7th Level
Tel: 01932 355666
Price: TBA
Internet: www.7thlevel.com

SCORE: 72%

SURFACE TENSION

DO I HAVE TO DIGNIFY THIS SHIT WITH A response? (Yes – Ed.) But it's awful! (Tough, you've got to carry on – Ed.) You only have to



glance at the screenshots to see how bad it looks, can't we just run the pictures without any words? (No – Ed.) Ohhhh... but what am I going to say about it? (Tell 'em what you thought about it – Ed.) But we'll never get away with printing that – it's obscene! (You've got a job to do, get on with it – Ed.) Oh... okay then.

Surface Tension is a 3D shoot 'em up thing, very much in the Terminal Velocity mould. If that isn't enough to put you off (and it damn well should be, since 90% of 3D shoot 'em ups are unforgivably sucky), then consider this: it runs in some weird kind of interlaced 'block-o-vision' mode which looks not entirely dissimilar to blurry footage from one of those medical endoscope cameras. Dreadful. I'd rather nail my tongue to an unwashed mortuary slab. Okay? (You're on, do it for next issue – Ed.)



Mind the low-flying pink blancmanges at twelve o'clock high!

Publisher: Gametek/Compro
Tel: 01753 553445
Price: TBA
Internet: www.gametek.com

SCORE: 20%



MUTANT PENGUINS



DOWNRIGHT BAFFLING SLICE OF ARCADE puzzling action, replete with an infuriating loop of impossibly jolly music and a smattering of 16-bit console-style cartoon graphics. The aim is to rid

the world of penguins – an admirable, yet deceptively complex task involving tactical use of gremlins, frying pans, and strange pieces of shredding machinery.

As far as gameplay goes, Mutant Penguins is a kind of cross between Krusty's Super Funhouse and Lemmings, although not quite as good as either of them. Still, in this age of endless sequels, clones, and f**king pinball games, it's refreshing to see something that somebody has actually thought about (and not in a cynical 'marketing' kind of way). Besides, I'm quite fond of simple, old-school games myself, especially ones with cutesy graphics. Consequently, I won't say anything rude about this game. Not that you should consider buying this for a second, however, unless a) you've only got a 486SX, and can't play anything else, b) you're a bit weird or c) you're a penguinphobe but suffer Seasonal Adjustment Disorder, making you too SAD to go to the South Pole for the real thing.



Mutant Penguins: It's all a bit silly, really.

Publisher: Gametek
Tel: 01753 553445
Price: TBA
Internet: www.gametek.com

SCORE: 64%

Alternative Software have come up with the definitive Rugby League game for the PC. A top class sports sim....PC HOME

Full commentary by BSKYB's legendary commentary team Mike "Stevo" Stephenson and Eddie Hemmings.

PC
CD ROM

ALTERNATIVE SOFTWARE'S

SUPER LEAGUE

Pro Rugby

PC CD ROM (486DX50 and above
Windows 95* Friendly 8mb Ram)

£44.99

The only official computer
game of the
Super League & RFL.



Brought to you in association with

JJB SPORTS plc

PUMA



Screen shots
taken from
IBM PC Version



At last, a Rugby League game worth playing. Fans and newcomers to the sport will love it....PC HOME

Features everything you could possibly expect from the official Super League game....PC HOME



ALTERNATIVE SOFTWARE

Units 5-7, Baileygate Industrial Estate,
Pontefract West Yorkshire WF8 2LN
Tel: 01977 780767 Fax: 01977 790243

TM © ALTERNATIVE SOFTWARE LTD

- S Revolutionary Rugby action.**
- S Pick your favourite team from real life squad members.**
- S Features all the Super League, Division I and II clubs, plus Australian teams and international squads.**
- S Stunning 3D graphics.**
- S Full match atmosphere and "TV Style" commentary.**
- S 2 player mode, play against a friend or the computer!**
- S Multi - player mode, from 1 to 34, players can play an all clubs season after season competition, complete with promotions and relegation's.**
- S Play Friendlies, Leagues, Tournaments, Cups / Trophies, Playoffs, Internationals.**
- S Unvalled playability.**
- S Multi - save game feature.**
- S This will delight rugby fans everywhere.**

All the above features
are from the IBM PC version

If after FIRST trying your local computer software retailer, you still have difficulty obtaining our products then please send your credit card details or a cheque or postal order made payable to ALTERNATIVE SOFTWARE LTD plus 85p P+P (UK mainland). Fill in the coupon below stating your name and address with the title and formats you require to the address opposite Or call the CREDIT CARD HOT LINE (open 10am to 5pm Monday to Friday) on 01977 780767

Available from....

electronics **EB** boutique

GAME

HMV
KNOW HMV - KNOW GAMES

WHSmith

....and all good
computer stores

VISA

Access

MasterCard

Name _____

Address _____

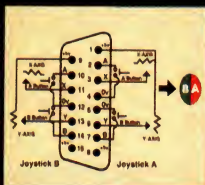
Titles _____

Formats _____

Quantity _____

Card No. _____

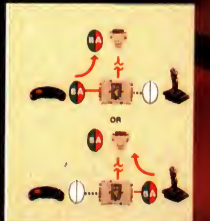
Exp date _____



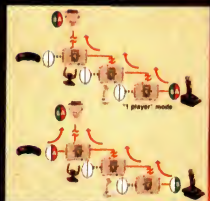
Although most PCs have only one game port the design actually supports two joysticks (A & B). Advanced sticks that sport four buttons, throttle and rudder controls or coolie caps, make use of the second joystick (B) controls. When two sticks are connected only two fire buttons per stick are available.



In two player mode, both joysticks can be activated at the same time for two-player games. However, due to the design of the IBM joystick port, the advanced functions of the joysticks are not supported.



Select single player mode and the AlfaTwin allows you to switch between two joysticks. In this mode, all the functions of the stick are supported. To select your stick, simply press the fire button of the controller you wish to use.



You can cascade up to three AlfaTwins together. This allows four different joysticks to be connected simultaneously. Moreover, the six foot long cable brings the AlfaTwin round to the front of your desk, freeing you from the hassle of plugging/unplugging your joystick from the back of the computer.

AlfaTwin

The ONLY automatic joystick selector you'll ever need

PC FORMAT GOLD

**PC FORMAT MAGAZINE
SEPTEMBER 1996 ISSUE**

Patent Pending

Authorised Dealers

Harrods

Sound & Vision
Knightsbridge
London, SW1X 7XL
Tel: 0171 591 0997

R.C Simulations

The Hangers,
Bristol Airport
Luscombe, BS19 3EP
Tel: 01275 474550

Special Reserve

Chelmsford Club Shop
43 Broomfield Road
Chelmsford
Essex, CM2 1SY
Tel: 01245 348777

Special Reserve

Sawbridgeworth
Club Shop
The Mallings
Sawbridgeworth
Hertfordshire, CM21 9PG
Tel: 01279 600204

Special Reserve

Bristol Club Shop
251 Gloucester Road
Harfield
Bristol, BS7 8TG
Tel: 0117 924 5000

First Computer

Centre
Unit 3
Armley Park Court
Stanningley Road
Armley
Leeds, LS12 2AE
Tel: 0113 231 944

Platenium Computer

Systems
36 Hope Street
Stoke-on-Trent
Staffordshire, ST1 5BF
Tel: 01782 206808

Top Soft Computers

7 Romsgate
Stockton On Tynes
Cleveland TS18 1BS
Tel: 01642 670 503

Brunel Computer

Service
85 Prince Avenue
Southend on Sea
Essex SS2 6RL
Tel: 01702 302000

Silica Stores

Billingham
Tel: 01642 532909

Bolton

Tel: 01204 363535

Cardiff

Tel: 01222 220220

**To be included in this list
telephone 0181 900 9291**

Silica Stores

Continued....

Cheltenham

Tel: 01242 262524

Chester

Tel: 01244 316655

Durham

Tel: 0191 383 2677

Edinburgh

Tel: 0131 226 5959

Glasgow

Tel: 0141 552 7878

Headington

Tel: 01865 741585

Leeds

Tel: 0113 245 4400

Tottenham Court Road - London

Tel: 0171 580 4000

Leicester

Tel: 01162 540404

Liverpool

Tel: 0151 708 8181

Newcastle

Tel: 0191 230 2300

Sidcup

Tel: 0181 302 8811

York

Tel: 01904 636333

Debenhams

(Silica Stores)

Bristol

Tel: 0117 9292445

Chelmsford

Tel: 01245 490654

Croydon

Tel: 0181 686 4658

Glasgow

Tel: 0141 248 3896

Gloucester

Tel: 01452 300851

Guildford

Tel: 01483 454517

Harrow

Tel: 0181 424 0635

Hull

Tel: 01482 225030

Ipswich

Tel: 01473 287092

Lakeside

Tel: 01708 863587

Oxford Street

London

Tel: 0171 493 3735

Luton

Tel: 01582 28638

Manchester

Tel: 0161 839 3654

Plymouth

Tel: 01752 220886

Romford

Tel: 01708 722679

Sheffield

Tel: 01142 760715

Southampton

Tel: 01703 334094

Leading joystick manufacturer says:

"Just to let you know that the AlfaTwin Joystick-switch arrived intact. At this moment I have connected 7 (!) joysticks to the AlfaTwin :) and it works perfectly."

Computer --- AlfaTwin --- Gravis Phoenix
Gravis GrIP

"This all works without having to pull out all the cables, einfach wunderbar! I cannot say anything else except congratulations with a very nice product."

Edu Oskam, Technical Support Specialist
(Gravis Europe/Holland)

International Press comment on AlfaTwin:

England

PC Format

"This is an auto-switch and two-player adapter for any two 15-pin controllers. In auto-switch mode all the advanced controls, such as hats, are available. It costs less than 20 pounds."
(Gold-award, September 1996)

CD ROM Today

"There is no need to install drivers or fiddle around inside your machine - it is almost too simple... AlfaTwin does its

job and adds a whole new dimension to gaming. Very useful..."
(Best Buy, June 1995)

PC Review

"As well as helping you enjoy unbridled two player action you can plug in two different styles of joystick and cunningly flip between them."
(September 1996.)

Germany

PC-Player

"One of the most annoying problems of the PCs is finally solved... the 40 Mark device fulfills so many functions, that you cannot live without it after only a few minutes of use."
(July 1996)

PC Action

"An intelligent joystick-adapter for two players... outstanding useability, a very good price-performance ratio"
(August 1996)

PC-Spiel

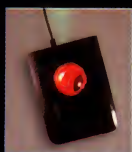
"The new magic word for two-player games is AlfaTwin"
(June 1996)

Japan

DOS/V

"For the PC, to become a popular game hardware... it is also indispensable to be played with two players. It is no fun to play with pad vs keyboard. Now we can use AlfaTwin..."
(March 1996)

Other Alfa Data Products



AlfaCrystal



AlfaPilot-Plus



AlfaCommander-Pro



AlfaDread



United Kingdom

Golden Image (UK) Ltd.

65 Hallmark Trading Estate, Fourth Way,
Wembley, Middlesex, HA9 0LB Tel: 0181 900 9291 Fax 0181 900 9281

AlfaData Head Office

3F, No.8, Lane 263, Chung Yang Rd, Nankang, Taipei, Taiwan, R.O.C.
Tel.: (+886-2) 788-5775* Fax (+886-2) 788-5791

Innova Products Ltd.

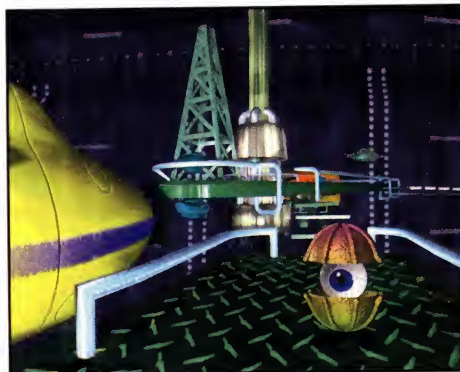
Unit 1, Lismirrane Industrial Estate, Elstree Road, Hertfordshire, WD6 3EE
Tel: 0181 207 2222 Fax: 0181 953 2121

[HTTP://www.reserve.co.uk/gold](http://www.reserve.co.uk/gold)

NET:ZONE



CHIN-STROKING TIME AGAIN. LAST MONTH, I lapsed. I 'got into' one of these *Myst*-style adventures (*Lighthouse* from Sierra). It was a good game. I gave it a good mark (80%, fact fans). Well, this one ain't going to come off so lightly. Which



Net:zone – guess we won't be using that name for our Web site any more, then.

is just as well, because as far as I can ascertain, it's pretty much entertainment-free. What plot there is seems to revolve around the creation of artificial entities inside a virtual world (translation – it's a load

of cyberwank). Everything happens very slowly. The graphics are adequate without being particularly interesting, and the interface is a colossal pain in the arse (you navigate using something that looks a bit like an anglepoise lamp).

But what sticks in my mind is the music. It's unrelentingly dire; the kind of never-ending muso guitar masturbation that's the soundtrack of choice for bearded, greying, never-held-down-a-job-but-I-can-name-seven-nearby-fields-where-you-can-find-magic-mushrooms types. You know – the scum of the (reclaimed) earth.

Anyway, I didn't like it very much.

Publisher: Gametek/Compro

Tel: 01753 553445

Price: TBA

Internet: www.gametek.com

SCORE: 44%

INTERNATIONAL RUGBY LEAGUE

EA SPORTS' *International Rugby League* IS, FOR A real-life fan of the sport like myself, a bit of a surprise. For starters, rugby league is hardly the most glamorous game in the world, and is infuriatingly



littered with the kind of rules that would have a bridge player snapping. So why would EA risk developing such a title? Well, for one, there's a World Cup coming up and, secondly, it'd be a change from all the obvious stuff that they release. So was the risk worth it?

Initially I hated the control system – I couldn't get my passing together and 'tackle' never seemed to work. But after reading the manual ten times and practising for three weeks, someone on my team managed to score a try and that was it... Using a final version of the outdated, isometric FIFA engine, *IRL* is surprisingly playable, as gripping as it is ungraceful. There are plenty of special EA Sports touches that raise the atmosphere and draw the player into the game, and if you persevere you could have a good ruck. On your hands. Sorry, you could have a good ruck on your hands.

Paul Mallinson



Publisher: Electronic Arts

Tel: 01753 549442

Price: £39.99

Internet: www.ea.com

SCORE: 78%

RAMA

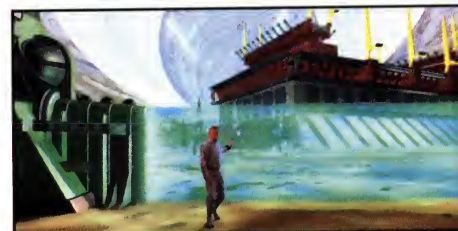


WHY DON'T WE JUST RENAME THIS SECTION OF the mag "The *Pinball* and *Myst* Clones Page"? Because that's what it's starting to feel like. Guess which heading this one falls under. It's based upon the 'Rama' books (no, I've never heard of them either) a series of sci-fi fantasy novels which are apparently very popular (you know the kind of thing – 970 pages long, cover like a Roger Dean album



Rama: You may say she's a babe, you may say she's a fox. But when it comes to acting she's a cardboard f**king box.

sleeve). They're co-written by Arthur C. Clarke (of 'Mysterious World of...' and '2001' fame) mind, so they're probably not too bad. The underlying aim is to explore the interior of an immense alien ship, which is heading towards our sun. After a slow start (note to programmers: *nobody* likes a slow start), things get



progressively weirder and prettier. Maybe I'm getting old, or soft or something, because I genuinely found it quite interesting. The acting's *shit* though. Still, if you're a fan of the novels, check it out. If you're not a fan, still check it out – you might even like it.

Publisher: Sierra

Tel: 01734 303322

Price: TBA

Internet: www.sierra.com

SCORE: 69%

3D ULTRA PINBALL 2: NIGHT OF THE CREEPS



WHEN I REVIEWED THE FIRST *3D Ultra Pinball* game in *Pick 'N' Mix*, many moons ago, I asked a pressing question- "who hit the button marked 'diarrhoea' on the giant 'Pinball Simulation' arse in the sky?" After all this time, I'm still none the wiser. And I'm still up to my neck in sub-

standard pinball games. Who the hell is still buying this stuff (presumably they must *sell*, or nobody would bother making the accursed things), and more to the point, why? They've barely improved since 1993, and the differences between one table and another are almost negligible. More to the point, *none* of them are a patch on the real thing.

With its spooky, cartoony visuals and choice of tables, *3DUP2* is faintly more exciting than its predecessor (which was atrocious), but it ain't exactly a pulse-quickener. In fact, it's more of a muscle and brain relaxant, in much the same way that counting sheep or overdosing on heroin is.

To be fair, *3D Ultra Pinball* isn't that bad a game if you've never played a pinball game on your PC before. It's just that there are so many other pinball games out there that are so much better. If you want a half decent pinball game then check out *Pro Pinball: The Web* from Empire, it may have only one table, but it's packed full of features.



3D Ultra Pinball 2: Dear 'Points of View, Why, oh, why, oh, why?'

Publisher: Sierra
Tel: 01734 303322
Price: TBA
Internet: www.sierra.com

SCORE: 30%

DEATH RALLY

I'VE ALWAYS HAD A SOFT SPOT FOR TOP-DOWN racing games. Don't ask me why – I just think there's something intrinsically *neat* about them.



Death Rally: The only place outside New York where it's acceptable to mow down pedestrians.

Which is why I was chuffed to discover *Death Rally* among this month's usual pile of shit. And hip, hip, hooray, it's the most violent entry into the genre since *Spy Hunter* (the game that more or less encouraged you to ram other cars off the sides of bridges).

Not only can you kit out your car with all manner of death-dealing weaponry – from machine guns to tyre-slashing spikes – there's also quite a bit of pedestrian-crushing thrown in for good measure, and, believe me, I had a good measure of it too.

The screenshots don't really do the game justice, though, since much of the scenery is actually constructed from polygons. It's fairly good fun (the multi-player mode is excellent) overall, albeit a tad simplistic. My advice is to check out the shareware version first and see what you make of it. Can't go wrong then, can you?



Publisher: Apogee/GT Interactive
Tel: 0171 258 3791
Price: TBA
Internet: www.interactive.com

SCORE: 70%

PINBALL CONSTRUCTION SET



LOOK! IT'S OUR OLD FRIEND *Pinball* AGAIN. OUR somewhat over-familiar friend *Pinball*. Here he is again, with his flippers and his flashing lights and his bloody bonus ball things. Just the same as he's



always been. Oh – hold on a moment. What's this? He's got an 'Editor' mode, which now allows you to build your own tables! Wow! And what's that you say? You can even import your own graphics and stuff! Fan-

f**king-tastic! Pardon? You can view an action replay of your last game, at a variety of speeds? No! It can't be so! It's too good to be true! Hallelujah! Let joy be unconfined! I can't contain myself! I feel like... like *touching myself*! In a sexual manner! I'm going to thrash myself unconscious! This is the most fantastic thing that's ever happened!

If I see one more of these godforsaken things I'm going to climb onto my roof and start shooting indiscriminately at passers-by. Live around Kentish Town? Consider yourself warned.

Publisher: 21st Century
Tel: 01235 851852
Price: TBA
Internet: www.21stcent.com

SCORE: 40%

INCREDIBLE DEALS ON WHEELS



**WATCH
THIS
SPACE**

LONG RANGE
MOBILE SCANNING
UNITS FOR ONLY

\$89,000

**0%
FINANCE**



GO TO BATTLE IN STYLE

in this stunning Armoured Personnel Carrier – complete with armour shielded rocket resistant side impact bars and driver/passenger air bag. Choice of three in khaki, desert sand or grey.

ONLY \$100,000

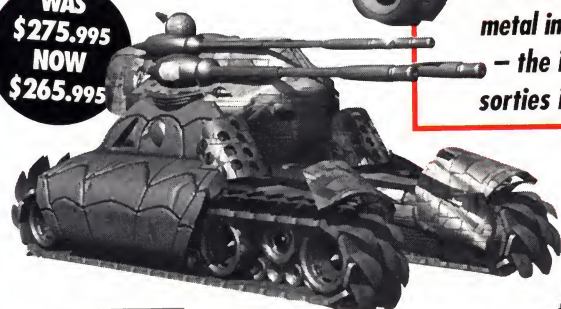
**JUST
\$40,000**



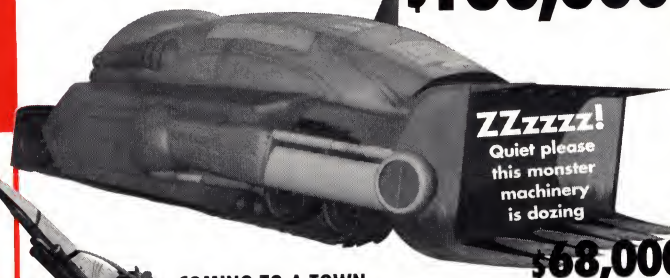
**RED HOT
HATCHES!!**

Put the pedal to the metal in this nippy Scout – the ideal vehicle for sorties into enemy territory

**WAS
\$275.995
NOW
\$265.995**



**REDUCE YOUR RIVALS
TO ATOMIC PARTICLES
with the easy load,
easy fire, go anywhere
Mobile Artillery Unit**



ZZzzzz!
Quiet please
this monster
machinery
is dozing

\$68,000

COMING TO A TOWN
NEAR YOU, MOBILE MISSILE LAUNCHERS
– don't get caught without one!
\$180,000



SHOT DOWN IN FLAMES!
Pick off enemy aircraft with the rapid fire
of your own Mobile Anti Aircraft gun!
At \$44,000

M.A.X. is a game featuring the item(s) above – Interplay do not really sell weapons of global destruction. We will not supply bombs, tanks or fighters to anyone (even if you are over 18 with a full driving licence). But you can have a FREE demo.

**PIT YOUR BRAIN AGAINST
THE BEST IN M.A.X. THE
NEW STRATEGIC WARFARE
GAME FROM INTERPLAY**

**"Think of it as C&C with
a PhD." PC Zone June '96"**

Interplay™

Bringing arms within your reach

M.A.X.

MECHANISED ASSAULT & EXPLORATION

FOR A FREE DEMO DISK CALL FREE ON 0500 404840

© Interplay Productions. All rights reserved. M.A.X. and Interplay are trademarks of Interplay Productions. All rights reserved.

CONTROL Freak



ACEMASTER 18

Revolutionary new joystick with
throttle and hat switch combo



MEGAPAD XII

Award winning 6 fire button
pad with high grip finish



PC FORMAT
GOLD

PC FORMAT
SILVER

Joysticks and Joypads

● For our free brochure write to:
Park House, Thornbury, Bristol BS12 2AQ
or telephone: 01454 855050

®



Saitek™

Budget Games

(cut here for free badge!)

You're in a games shop with a bit of cash to spare Do you a) buy a cheap game and hope it's alright, or b) buy and read 12 back issues of *PC Zone* and make an informed purchase? Exactly: a). So why am I wasting my time here?... Because I love you, you big galoot.

Armoured Fist



Allied Carpets provided the terrains...

WE DID ALL THE JOKES ABOUT this game sounding like a worryingly heavy-duty sex aid when we did the original review, which means that all that's left for us to do is to tell you that it's one of the more enjoyable tank games around.

You'll find yourself controlling anything from one to 16 tanks, and you can jump from one to the next at will. It uses the ground bits from *Comanche* (which may look fine from a helicopter, but can look unfortunately like a huge expanse of carpet tiles at zero feet, but there you go) and has a

mission-based structure similar (believe it or not) to *Syndicate* – in that you can only choose certain missions after completing others successfully.

You can play through the game as a good old Russkie or an evil, scummy American (have I got that right?) and there's an in-built mission planner, too. Good arcade fun, with a bit of planning thrown in.

Publisher: NovaLogic
Price: £12.99

SCORE: 80



While Laura Ashley provided the backdrops.

Shellshock



OK, here's the helicopter game bit...

SPOOKILY *SHELLSHOCK*, LIKE *Armored Fist*, is another tank game based on the ground bits of a helicopter game. These games companies certainly like to get full use out of any work they do.

I can't think why Geoff Crammond and Co. don't do a milk float delivery round thing using the *F1GP2* engine. Or why iD don't make a first-person viewed crochet game using the *Quake* engine, or why *Lawnmower Man* didn't just cut the mower, man, and go straight to the lawn... alright, maybe not.

Anyway, this game was extremely

highly rated on the PSX – but then anything that works for longer than five minutes on the PSX gets 80, so no surprises there. Unfortunately, since it's basically *Firestorm* on the ground, and *Firestorm* had more pixels than the average Seurat painting, along with an unintentional pop-up landscape feature, this doesn't fare too well. And it has an "attitood," too. Oh dear.

Publisher: Kixx
Price: £9.99

SCORE: 50



... and here's the tank bit. Spot the diff?

Werewolf



Yup, see on the right, that little puff of...

THIS IS THE RUSSIAN BIT FROM *Comanche vs Werewolf*, the follow-up to *Comanche*. It gave you much the same deal as the original: the same Voxel Space graphics that had the world creaming its pants when they first appeared, along with the less-than-stunning sound effects that had the world's pants drying out pretty quickly. But what it also had was the Russian helicopter to fly against the American one. And the facility to do so in four different multi-player ways: over a LAN; a serial link; a laplink; or over a modem.

Up to eight players could take part, teaming up. The landscape makes this work, encouraging valley-hugging cowardly attacks. At this price it makes a good office buy for a bit of healthy network nastiness, and you can link it up to *Comanche* (now available separately). *Spasibo*, tanks a lot, as they say in the CIS.

Publisher: NovaLogic
Price: £12.99

SCORE: 80



... wow, even bigger puff of cream. Lovely.

CM2 European Data Disk



Finally, girls, the stats on dishy David Ginola.

THIS GETS A MENTION AS PART OF our policy to always give *Championship Manager 2* at least one mention a month (after all, we were singing its praises years ago, when everyone else was stuck on *Premier Manager*, and we've had a copy of it in one form or another on an office PC for three years now, without a break). As you'll all know by now, it's a bloomin' marvel and no mistake. But since the new season upgrades are now either already out, or on their way, they've decided to stick this out. You get the

French, German and Italian League data disks – all on one CD, and all for just a tanner. Open your minds – learn more about European football the entertaining way. Buy this game. (And by the way: where's the South American data disk, chaps? The SE London Corinthians fan club demands it. You know it makes sense.)

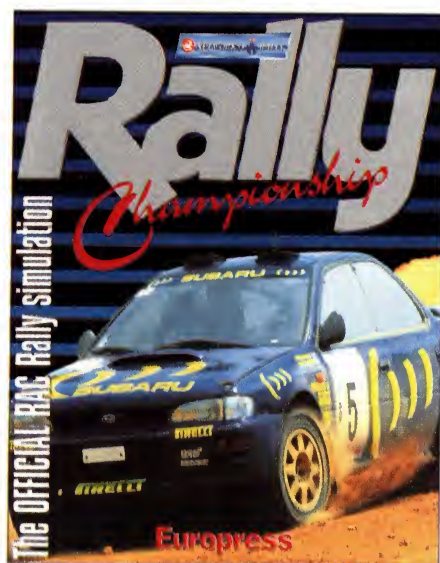
Publisher: Kixx
Price: £9.99

SCORE: 90



For my nephew – he's Spurs-mad, poor love.

Face the ultimate challenge.
Enter Woolworths.



£29.99

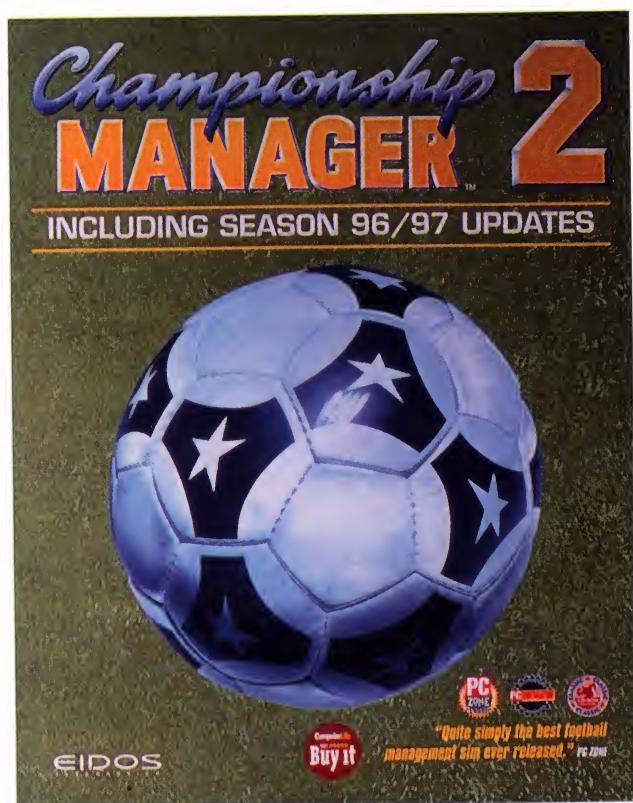


£29.99

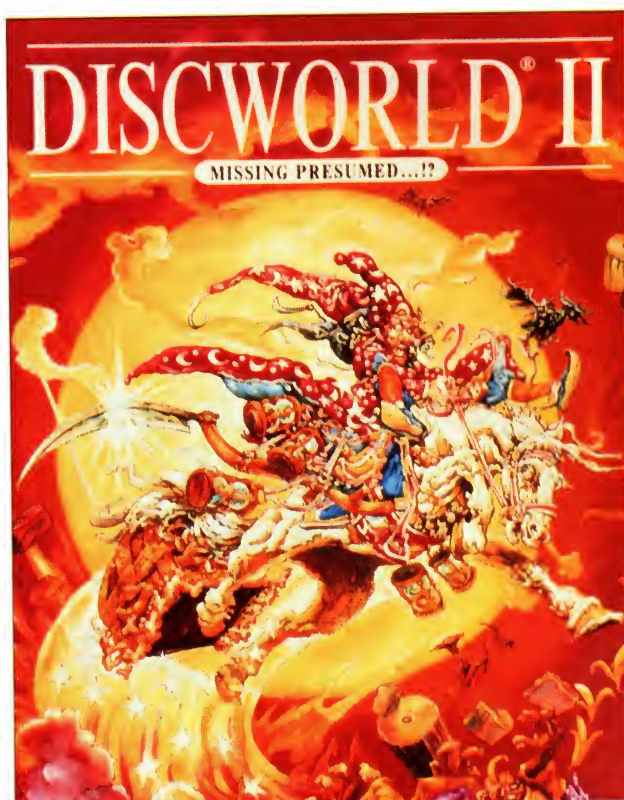
FIFA97



£29.99



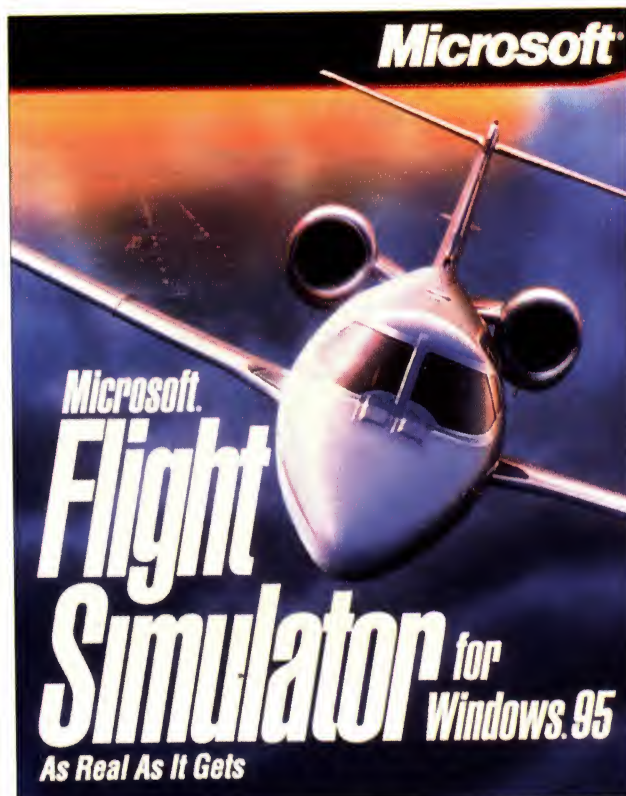
£24.99



£29.99

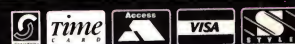


£29.99



£39.99

WOOLWORTHS



All items subject to availability

the cybertwats



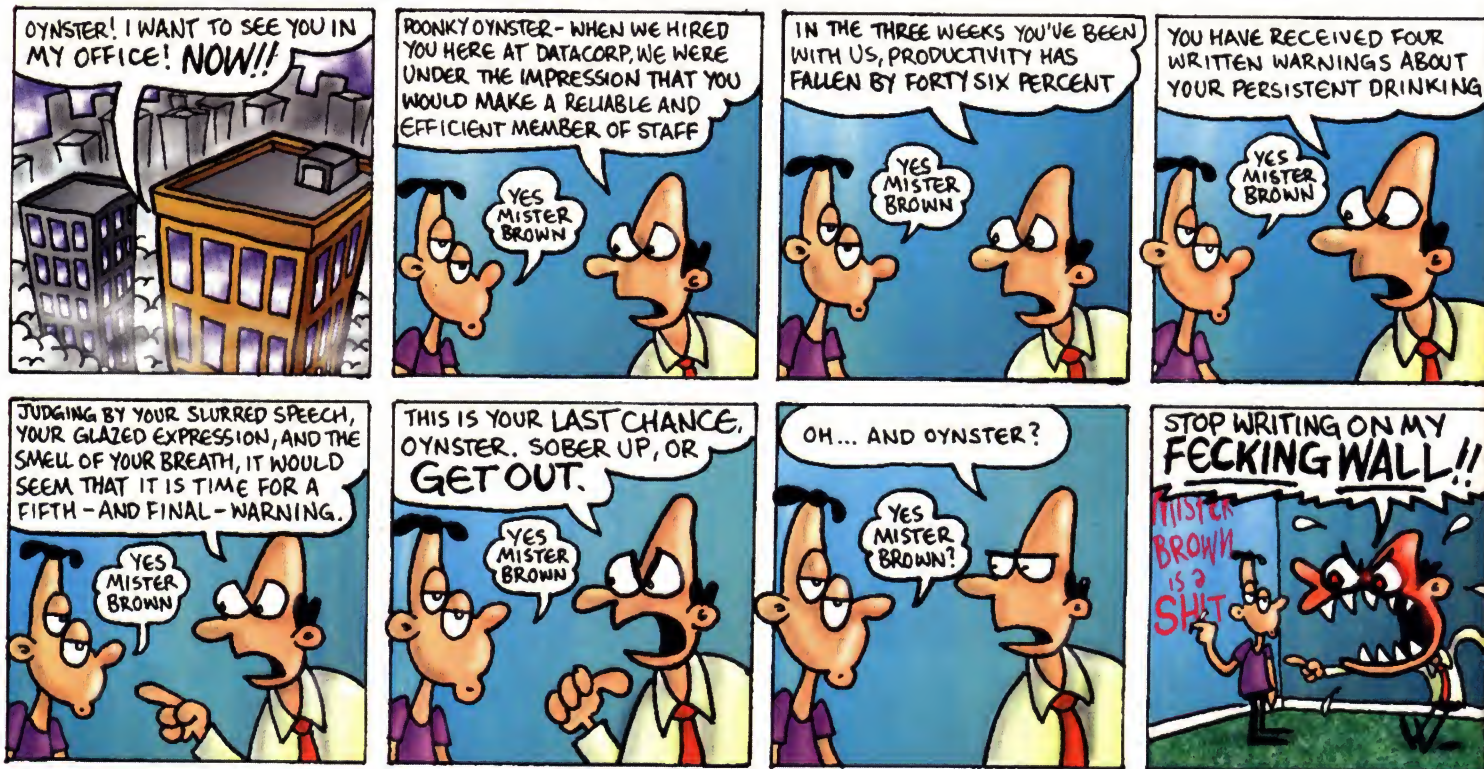
"HOLIDAY IN VIRTUALAND"
episode nothing

by charlie brooker

The Story So Far...

This month sees all trace of professionalism vanish completely, as Charlie fails to complete the latest instalment in time. Rather than present you with a blank page, however, we're printing some other things he's done. Think of this as a "Christmas Special" and you won't feel cheated. And rest assured, we're going to beat him relentlessly with a stick until next month, when you can read episode six and find out what happens when a Shambler joins the Spice Girls...

the BLURRY world of POONKY OYNSTER by charlie brooker



the BLURRY world of POONKY OYNSTER by charlie brooker

**Oynster's
MINEFIELD
MUNCH**

"Easily the
stupidest, most
overtly dangerous
product on the
market"
WHICH?
Magazine

Wake yourself up BIG TIME with a tasty bowl of Oynster's Minefield Munch. Golden sugar-coated nuggets of corn, mixed alongside miniature high-explosive mines!



Each mine is triggered to detonate only when it comes in contact with your spoon. Turn breakfast time into an exhilarating game of chance with every bowlful!

Whether you nervously pick out the edible bits, or simply blow your fecking head off through sloppy spoon control, Oynster's Minefield Munch is GUARANTEED to leave you facing the day alert, aloof, and ready for ANYTHING



**Oynster's
MINEFIELD
MUNCH**

The Cereal That
Doesn't Feck
Around



The last thing the 800 billion horrified Tauran viewers saw on their Live Video Link were the alien markings on the container...



The entirely unintentional 200 megaton first strike of a bloody intergalactic war had just been delivered...



FALLEN HAVEN COMING SOON FOR IBM PC CD-ROM. www.imagicgames.co.uk

WINGMAN™ WARRIOR
No.1 for 3D first-
person-
perspective
games. 4-way hat
and multiple buttons
eliminate most
keyboard commands.
Exclusive 360°
SpinControl™
Technology for faster
turning. Solid design: stays
put in all
situations.



John
Romero
-id software-
says, "I never
imagined
there'd be
such a killer
way to play my
games" WingMan
Warrior is the
ultimate two-handed combat
machine.

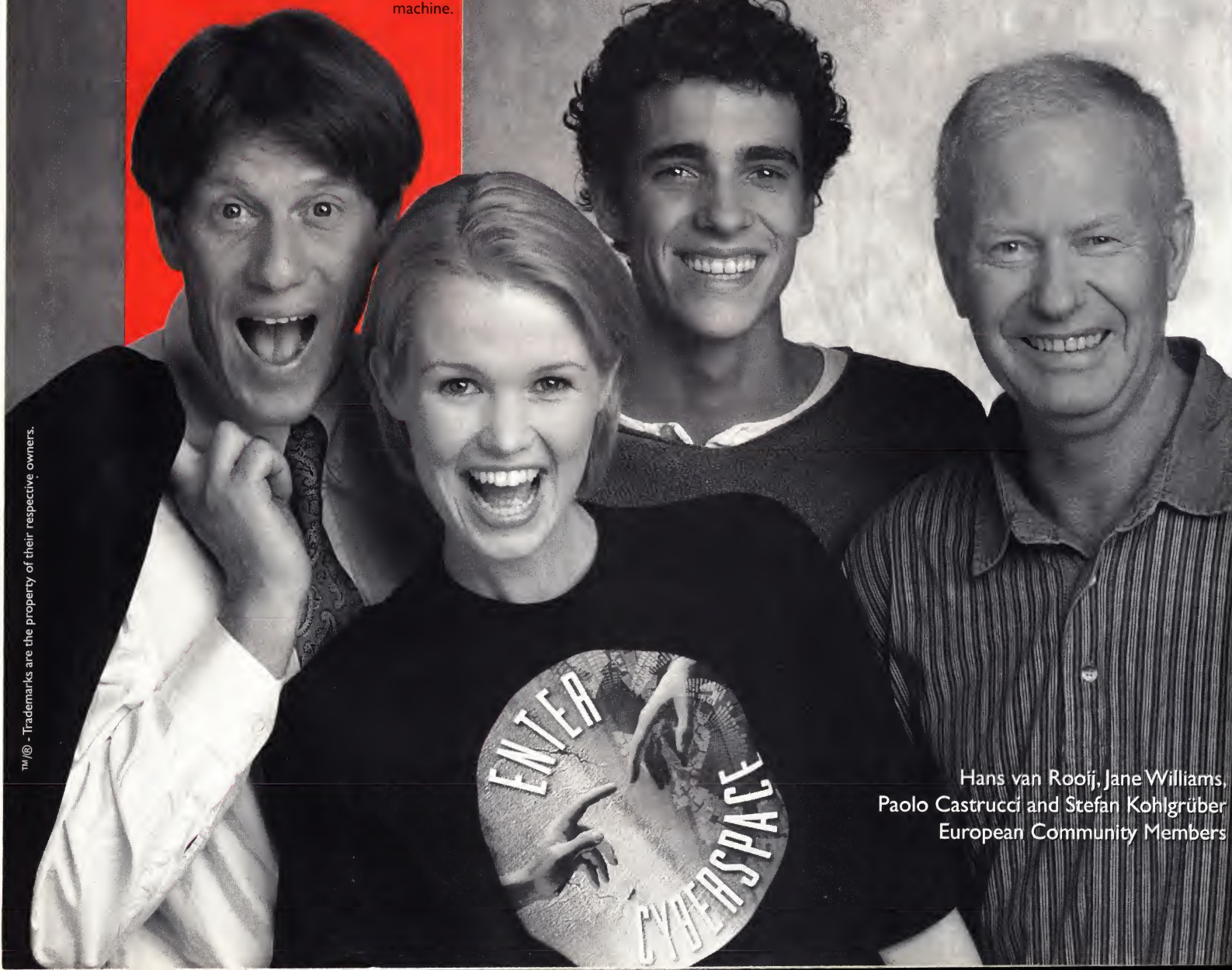
"Now there's more fun
and creativity at our fingertips...
Logitech tools are the coolest way
to explore cyberspace.
We love them!"

Logitech® works at the frontiers of PC Technology. Our new desktop
tools help you work, play and browse the net faster, easier and more
productively than ever before.

For more detailed information, call 01344-894300 or visit Logitech
at <http://www.logitech.com>



™/® - Trademarks are the property of their respective owners.



Hans van Rooij, Jane Williams,
Paolo Castrucci and Stefan Kohlgrüber
European Community Members

We're off to Button Moon...

A gamepad sounds like somewhere '70s playboys went to play Twister and take drugs; a joypad sounds like something you'd attach to your more sensitive bodily areas. **Patrick McCarthy** doesn't know what to call the things – he just knows they're proliferating like excess body hair on a pubescent Bulgarian.

YOU MAY MOCK CONSOLE OWNERS FOR THEIR SILLY machines with their lack of a hard drive and inability to draw graphs. You may ignore their crowing about how they don't have to spend five hours getting a game installed and configured. You may even give them a hard time for their 64K memory caches and general lack of ability

to play a certain game beginning with the letter 'Q' and ending in 'ache'. But you have to hand it to them when it comes to controllers. Not for them the spindly-shafted joystick with a measly two buttons – they have well-designed, ergonomically gorgeous gamepads that have more buttons than a pimp's trenchcoat.

You may laugh. You may insist that the only decent controller is an analogue flightstick with throttle control and a place to rest your wrist. But try using it on a football game, or a beat 'em up, and see how it serves you then. Face it, you need a decent digital controlling device with plenty of buttons to cope with today's arcade-style games – and that means a console-style gamepad. It must do, or PC controller manufacturers wouldn't keep ripping off console designs.

There was a time when you were lucky to get any joysticks at all for your PC, and if you could they cost a fortune. While Amiga and Atari ST owners could buy any number of straightforward joysticks for about a tenner (or something that would have Esther Rantzen's team of crack humorists making penis jokes for about twice that), PC owners had to pay through the nose for whatever they could get. There were all sorts of excuses for the price – more tricky bits to connect up to, more things going on inside the machine – but basically PC owners just had to be glad they didn't have a Mac, for which the same joystick cost twice as much again.

Then along came the 16-bit consoles, and in particular the SNES, with its spanky controller that was responsive, ergonomically sound, sturdy enough to withstand being hurled across the room in fits of despond... and pretty soon, they started appearing for the PC. One of the better copies, the Gravis gamepad, is still going strong today. But now, the happening controller is the PlayStation's. (In fact, it's the N64's remarkable number, but PC designers are, as ever, slightly off the pace.) Nevertheless, PlayStation-like controllers for the PC are creeping out of the woodwork, so we thought it was time we gave you the low-down on the old hat, the new hat, and... er, the high-hat. We tested them with *NHL Hockey* and *FIFA 97* (because EA Sports games are always good for a few multi-button presses), *IX Fighter* (for those hard-to-perform combo moves) and *Flashback*, to test that D-Pad to the full. And this is what we thought...



4 Microsoft Sidewinder

The PSX pad copy, except that it's got a nod in the direction of the new N64 pads, with triggers underneath where your index fingers rest, and the prongs look more suggestive. There's not much movement in the D-pad, but it's pretty good. There are three buttons, three turbo buttons, plus the two underneath, plus a Mode, Start (as if) and an M button which just confused me. And it's daisy-chainable through Win95, which means no-more multi-player arguments.

Looks: Like a two-way sex aid.

Plays: Good and solid. (As a controller, that is, not as a sex aid.)

Score: 9

5 Suncom Command Control

With a shape about as ergonomic as a shard of smashed dinner plate, a sluggish D-pad and four soft, loose buttons plus another, unexplained blue thing, this is one of the least effective gamepads around.

Looks: Like a hi-tech door-stop with a hiatus hernia.

Plays: Like a hi-tech door-stop with a hiatus hernia.

Score: 4

6 Phase 9 Phantom 2

One of the original SNES-look rip-offs, with shoulder buttons that are never used for anything even after all this time, and four normal buttons (two of which can be turbo). It's fatter and less ergonomically pleasing than the controllers it's trying to copy, but solid enough. And like the Gravis, it has an optional screw-in mini-joystick.

Looks: Like a Lego version of an H.R. Geiger design.

Plays: Dependably, but like most of us, could be slimmer.

Score: 7



Coming soon...

The PlayStation look is where it's at these days, and two of the leading top-end controller manufacturers are both getting in on the act, adding handles for your little fingers to get hold of, and more buttons than you're ever likely to need (unless you're thinking of getting some of those oh-so-fashionable extra digits grafted on).

The Thrustmaster Phazer Pad

The Phazer has eight buttons, configured in a more or less straight PSX rip-off manner. The only difference is that where the buttons PlayStation owners have come to know as the 'R2' and 'L2' buttons usually reside, there are a couple of triggers. These recognise up to 256 positions each, and will presumably be useful for driving games or flight sims for use as throttles. Two auto-fire switches can be set at different repeat rates. The pad is optic-based, allowing for both analogue and digital operation, and compatible with DOS and Win95. On top of all that, it's programmable for different games and will be automatically set up with your configuration file as you launch a game. On Sundays, it will wake you with a newspaper, a pot of coffee and a choice of a full cooked breakfast or some fresh-baked, warm baguettes and a selection of French conserves and cheeses.

Price: Probably around the 70 quid mark. (Cries of "Eeeeeeeek!")

Advanced Gravis Gamepad Pro

If Thrustmaster's effort is rather reminiscent of a PSX controller, the Gravis Gamepad Pro might just as well be one. Somebody, somewhere, has been looking over someone else's shoulder in design class. Its eight buttons are set out identically to the PSX's, and every curve, lump and hollow looks the same. I wonder if Sony bothered to register a design patent... Anyway, it's compatible with Gravis' new GrIP multi-port technology that allows two players to use the same joystick port. All buttons are fully programmable, and Gravis claim the digital GrIP port gives a 15% increase in response time. Not after five pints of Guinness, it doesn't.

Price: Probably about 35 quid – but then you don't get breakfast.



9 Primax

The D-pad lacks feedback, and if used for lengthy periods will cramp up your thumb muscles forever; there are shoulder buttons, which no PC game has ever had a use for, along with a mere two normal and two turbo buttons, which are too small and much too close together and negate the whole point of having a gamepad. Apart from that, it's a cracker.

Looks: Like a big, scary spaceship. Well, it does on the box.

Plays: Like shit.

Score: 3

10 Logic 3 Logipad PC Microswitch

This has microswitched everything: D-pad, shoulder buttons and four (slightly too close together) fire buttons. There's so much clicking going on people will think you've had a hip replacement. There are also autofire buttons for two of the buttons and the shoulder buttons. But like John Selwyn Gummer, it's just a little bit small and slippery for its own good.

Looks: Blue, black and cheap

Plays: Like... well, John Selwyn Gummer.

Score: 5



F-16 Fighter Stick
20 programmable functions



F-16 Combat Stick
14 functions.
Programmable when used with the Pro Throttle.



F-16 Flight Stick
4 button joystick



Pro Throttle
20 programmable functions. Makes other standard joysticks programmable as well.
For Mac and PC.



CH Throttle
12 programmable functions

OK, so the **NEW** F-16 Series costs a little more than the cheap stuff. But this is war. Program all the functions you want. Add a throttle and fight with both hands. Get a grip on the most advanced, sensitive flight instruments you'll ever use. Or get accustomed to getting missiles up your tailpipe.

And there's even a three year warranty.

CH PRODUCTS Unit 4 Holford Way, Holford, Birmingham, B6 7AX. Telephone: 01844 345406 Fax: 01844 274375.
AOL: CHProducts@aol.com • CompuServe: Go CHProducts. TM 1995 CH Products, a Joystick Technologies Inc. Co.



PRODUCTS

CH Flightstick Round-up

The world of aviation is bursting with potentially rude words, flaps and cockpit being prime examples. In keeping with this theme, **Dave Mathieson** dons his leatherware and gets to grips with some big joysticks.

CH Virtual Pilot Pro, F16 Combat Stick, Pro Throttle and Pedals

While the graphics used in flight sims get better and more realistic with each new release, even when they reach photo-realistic perfection, there will still be a couple of things that'll differentiate playing one from the real thing – the plane's movement, and the fact that proper planes don't have PC keyboards inside them.



While the traditional PC joystick is usually better than using a keyboard on its own, CH have been producing far more realistic jobs for years now, with all manner of programmable buttons and the like. Their range now includes everything the budding pretend-pilot could want from Santa.

First off is the **Virtual Pilot Pro** yoke. Although you might think that this is some kind of egg product, you'd be severely mistaken! To pilots, 'yoke' means the same as 'steering wheel' to drivers of cars, lorries, buses and other forms of terrestrial transport. Of course, yokes are only fitted to square, boring not-fitted-with-weapons-type planes, so this is great for fans of *Flight Simulator*.

People who rate themselves as pretend fighter pilots will obviously prefer the **F16 Combat Stick** which is designed for much trickier manoeuvres. It also has loads of buttons that can be programmed to do things, as well as a hat for those view changes.

The **Pro Throttle** may sound somewhat mono-functional, but it's also covered in buttons. When combined with the **F16**, though, you don't have to use the keyboard at all, bringing you one step closer to that authentic experience.

Finally, the **CH Pedals** sit under the desk and can be used for rudder control. Since fast jets don't use their rudders much, this is better suited to being combined with the **Virtual Pilot** for civilian action.



(Top right) The Virtual Pilot Pro is just one big yoke.



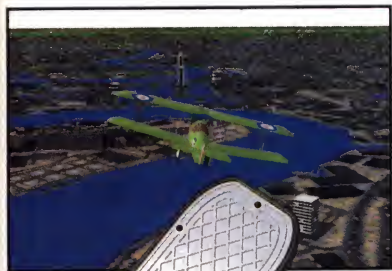
(Left centre) The F16 Combat Stick has programmable buttons a-go-go.

Obviously, these won't all appeal to every user, and they're not the cheapest controllers around. However, they're all extremely well made, and should be able to take quite a pounding. If you were born too tall, too fat, or just plain too crap to fly a real plane, these will all bring you closer to what you're missing out on. **Z**

Virtual Pilot Pro	70%	£104.95
F16 Combat Stick	80%	£89.95
Pro Throttle	68%	£109.95
CH Pedals	75%	£59.95

"Quality controllers for the discerning pretend pilot"

Dimensional Services: 01844 345 406



(Bottom right) Opt for some thrusting action care of the Pro Throttle.

(Bottom left) A spot of pedal pushing ensures you don't get your rudders in a twist.



Labtec Speaker Round-up

If a powerful pair of spanking new speakers are high on your Christmas wish list this year, we've got three pairs that you'll definitely want to take a look at. Duncan Swain is all ears (well, no-one's perfect).

ALL THREE PAIRS OF SPEAKERS reviewed this month are from Labtec, who in the past have been guilty of churning out some pretty unattractive and tinny sounding specimens. Fortunately, over the last couple of years, they've invested large amounts of cash on research and development, and are now producing speakers that take advantage of the leaps in technology made in the home cinema and hi-fi arenas.

Each set of speakers features three technologies designed to produce better and bigger sound from smaller and cheaper speakers and, not wishing to blind you with science or talk down to all you boys and girls, we'll give you a brief translation of what they do.

Spatializer 3D

Basically, a poor man's competitor to the better known and more widely used Dolby Pro Logic surround sound system, instead of using carefully placed speakers Spatializer employs psychoacoustical tricks, appearing to spread sound around the room.

Double Detect and Protect

Prevents audio signal from being over-processed and distorted by detecting previous enhancements already added to signals.

Max-X drivers

Allows the driver cone in small cabinet speakers to move a greater distance both in and out, resulting in more air being pushed and thus producing an improved bass signal.

There you go. Simple. Now we'll take a look at each pair of speakers individually and see whether they're an improvement over those tinny efforts that came with your PC.



LCS 3210

84% £119.95

Aimed at the audio enthusiast who uses a PC as a surrogate CD player as well as a games machine, these speakers are cheap on table-top real estate (they won't hog desk space) but still produce good quality sound. Controls are basic with volume, bass and treble knobs, as well as a headphone jack and a microphone socket. Nice, but pricey.



LCS 1224

78% £92.95

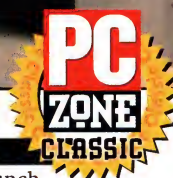
These speakers are the most economical in terms of both desk space and cash. Again, they hang from your monitor, like the 2612s, but don't have the sub-woofer system to add extra clutter to an already overcrowded desk. They suffer slightly in sound quality, probably because of their size, but are still adequate for producing atmospheric gameplay. Controls include variable treble and volume, Spatializer on/off, push-button bass, mute button and the requisite headphone and microphone jacks.



LCS 2612

90% £139.95

The 2612s were the best of the bunch and are intended for serious gamers. They attach to your monitor so they don't take up any desk space. They also have a separate sub-woofer that sits on your desk ensuring rich, throaty bass sounds – a real desk wobbler. The sub-woofer features the same controls as the 3210s, plus an instant mute button. Good, throaty sound, but not cheap!



LCS 9210

74% £39.95

If you already have a perfectly decent set of speakers, can't afford £140 for a new pair, but want to add 3D effects to them, Labtec have launched a standalone Spatializer unit called the Imager. Plugging into the back of any externally-powered speakers, the Imager contains the same Double Detect and Protect circuitry as the speakers and has controls for variable spatial effects and a bypass button if you want to turn the 3D effects off completely. It certainly made a difference to the plain set of speakers we tried the Imager with. **Z**

Manufacture: Labtec
Tel: 01252 629900

SPECIALS
3D BLASTER GRAPHICS CARD..... 170.9

winning isn't everything! it's who you destroy on the way that counts



Why pit your wits against a brainless computer when you could push your limits with Hayes ACCURA™ Ultimate Challenge. Take on anyone, anytime, anywhere in the UK. Using the revolutionary Wireplay - the games network from BT, you can compete, either one-to-one or in teams. Set-up divisions or leagues - the opportunities are endless. For just £169.00 (inc. VAT) Hayes ACCURA Ultimate Challenge provides everything to get multi-game playing, including Wireplay, Hayes ACCURA 288 + FAX external modem and three games (The brilliant Actua Soccer Euro '96, breath taking EF2000 flight simulator and mind stretching WarCraft). What's more, on-line time is only £1.50* an hour! Find out more. Dial 0500 82 64 63 or visit your nearest Comet, Currys Superstore, Dixons, Game, PC World and other good retailers. Then get ready for action!



 **Hayes**TM
modems

T H E V I T A L L I N K



Wireplay
The games network from BT

Hayes Microcomputer Products, Inc. Europe Region Headquarters

Millennium House, Fleetwood Park, Barley Way, Fleet, Hants. GU13 8UT, United Kingdom. Facsimile: 01252 775511. E-mail: eurosales@hayes.com

ACCURA is a registered trademark of Hayes Microcomputer Products, Inc. Wireplay is a trademark of British Telecommunications plc. Actua Sports is a trademark of Gremlin Interactive. WarCraft is a registered trademark of Blizzard Entertainment. Distributed under license by Interplay productions.

*£1.50/hour: 6pm to 8am and any time at the weekend. Calls at other times are charged at £5.87/hour

ZONE

ON

-LINE

PIPEX



90

QUICK LOOK - IT'S THE WEB. THE ACCEPTABLE face of the Internet. Oh, shush, you noisy, insolent, swear word-laden Usenet groups you. Oh piss off, you complicated, horribly texty FTP sites. And up your fat bottom, you messy and rather dull rank of Internet Relay chatrooms where one can trade nude pictures of Susan Sarandon. We're into the Web this month. The World Wide Web. And its homepages - the faintly 'perfumed' front-ends which are so often the abnormal gloss over the talentless meanderings of teenage Internet savants, those hideous placards advertising 'Style Over Content', the unwashed hand coming out of the toilet to shake yours... Okay, I'll put the dictionary away now.

This month, we've sent several explorers into the yawnsome landscape of the Web with a single yet soulful challenge. 'Find something bloody interesting for Chrissakes!' we think it went. Too long have we spent drumming our slender, sexy fingers on our desktops, awaiting the final pixel of some long and drawn out 'designer site' which promises interactivity beyond our wildest imaginings and the phrases 'cutting edge' and 'cyber' more times than we have tiny 'chocolate fingers' called ileum in our large intestine.

There are, apparently, over six billion words out there on the Internet. Most of them have been written by people who are about as creative and interesting as Richard and Judy's hairdresser - yep, they are just plain dull. There are, apparently, over 27 million homepages out there on the Internet. Most of these are very dull too. Can you begin to see a pattern emerging? Good. Read on to find those which break the circle. Little gems tucked away in the drab and dullness for all those in the know to enjoy. Suddenly the 'net is a better place to be.

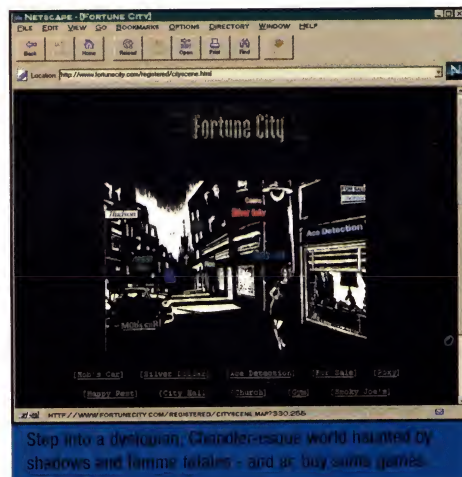
FORTUNE CITY

<http://www.fortunecity.com/>

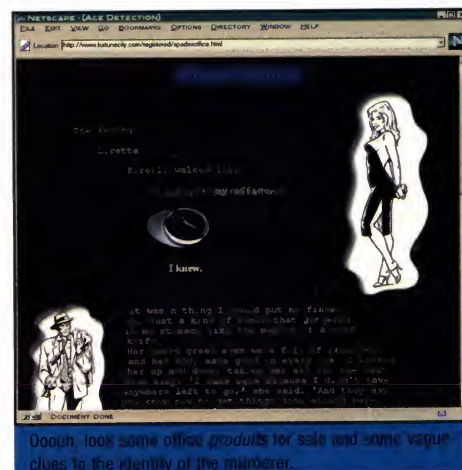
ARGH. AN 'ON-LINE' SHOPPING CENTRE masquerading as a 'virtual city'. Turn the page. Turn the freaking page! But wait, this one is actually quite interesting. Yes, it's on a hypertext 'mall' but it has an unusual approach. The whole city's decked out like some kind of weird Dashiell Hammett/Raymond Chandler novel, all black and white film noir visuals and thick post-expressionist shadows. It has denizens, locations, its own narrative, and its own murder mystery which offers cash prizes if you solve it. You can primarily buy games here, secreted in one of the many appropriate locations. Sports games - *Championship Manager*, *Links LS* - are purchased from the Gym and Sports Stadium. The Church contains the latest in Children's and Infotainment CDs.

The WEB

This month from David McCandless and Charlie Brooker: shopping in downtown VR LA, juicy games gossip, silly infantile cartoons, and why they hate Bill Gates...



Step into a dystopian, Chandler-esque world haunted by shadows and femme fatales - and we buy some games.



Oooh, look some office products for sale and some vague clues to the identity of the murderer.

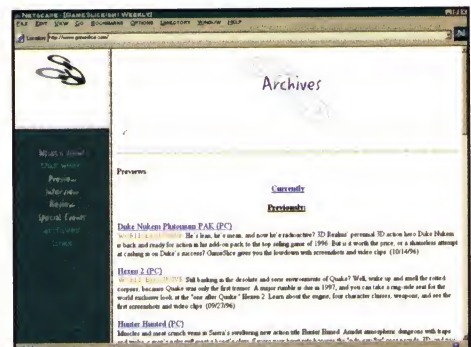
And so on. The local Fortune Teller previews games, and early next week you should be able to buy real estate and the right to vote.

All in all, it has the air of a concept coughed up by a bunch of sluffed-out 'creatives' in a single afternoon. 'Guys, guys! We've got to come up with an interesting 'take' on this boring mail order company, man.' It so very nearly doesn't work. But since it's 14 times more interesting than every other mail order buy-buy page out there, we feel it's worth a mention.

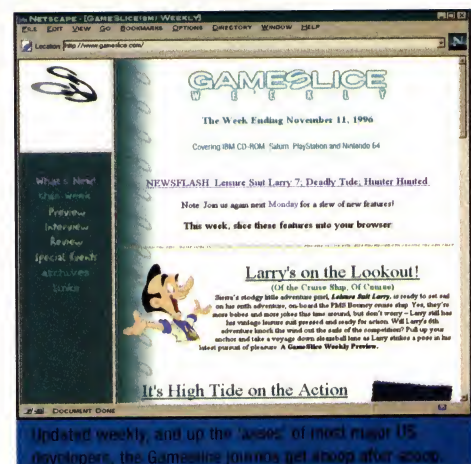
GAME SLICE

<http://www.gameslice.com/>

THIS IS GOOD. VERY, VERY GOOD. EASILY THE best games site on the Internet is Gameslice, an - eek! - American homepage, constructed by a bunch of reasonably articulate gameheads with superb contacts. Updated on a weekly basis, it has archives sporting interviews with id Software, 3D Realms, and Westwood Studios, and has very, very, very up-to-date features. At the time of writing, it has interviews with John Romero



Much juicy games gossip is to be found in the Gameslice archives.



Updated weekly, and up the 'slices' of most major US developers, the Gameslice journals get snappy after 2000.



The WEB

« (ex-id Software supremo) and Tom Hall, kingpins at their new Ion company, exclusive shots of *Hexen II*, a review of the *Duke Nukem* add-on pack, and bunches of other good-looking and tightly organised stuff.

SUPERKAYLO

<http://www.cex.co.uk/cex/kaylo/kindex.html>

SINCE WHEN WOULD WE ASK ONE OF OUR own writers to review one of his own creations? Since today, that's when. Now sit up straight and pay attention as Charlie Brooker explains why there's only one URL worth bookmarking - his own.

Yes, that's right. I'm reviewing my own Web site, so you can pretty much disregard anything I say about it because I'm a tad biased. Think of the following as a piece of horrendous 'advertorial' you occasionally find in old-fashioned paper magazines like this one. Anyway, tucked away in a corner of the *Computer Exchange* Web site lurks a scabrous archive of poorly-drawn, poorly-scanned comic strips by yours truly, going by the name of 'Superkaylo'.

Aside from an ever-expanding Cybertwats™

archive, visitors can while away hour after fruitless hour as they rifle through a plethora of offensive scratchings which are exclusive to the site (ie. no-one in their right mind would print them). The most popular attraction is 'Horny Estelle', a saga of adolescent lust (and diarrhoea), although 'The Blurry World of Poonky Oynster' is creeping up close behind (now, now, none of your dirty jokes, please).

Many of the strips on view were originally part of an ultra-low-circulation fanzine I spewed out during my college years. Having finally gotten around to drawing up issue number two several years later, it suddenly occurred to me that rather than go through the lengthy, disheartening process of self-publication (ie. traipsing around comic shops lamely attempting to interest the buyers in my scrawny, xeroxed rag), I could just bung the whole thing up on a Web site and see what happened.

The hit count is pretty low, but hey? - it's certainly reached more people than the ink-and-paper version ever did, so who's complaining? It gets updated whenever I have time (which unfortunately isn't very often), and is due for a major facelift and content-injection by the time you read this. It ain't much, but it's home.

Still, rather than sit here describing my own schtick, let's hear what some of our satisfied customers have to say - via e-mail.

"I think we'd all get on better in cyberspace if we stopped to think more carefully about our fellow 'Netizens'. So maybe you



Yes, Jasper from *Horny Estelle* does indeed look exactly like Charlie Brooker. And talks like him too.

should question the need for strong language that could be accessed by children, after all, it's important for the younger generation to feel at home on the Net and not be intimidated by an often offensive subculture such as the one that you no doubt are proud to be a member of."

Sent by a customer at the Cyberia cybercafe

"I liked your on-line comics! Question: You don't have a girlfriend at the moment do you?"

Peter Van Veen

"Great comics, keep up the politically incorrect comics as this kinda stuff is very rare. But... how about a nice little (well, not too little!!!) feature on those brain dead environmentalist bastards who insist that cars are the spawn of the devil and the world would be a much better place if everyone loved flowers and wore dirty great fecking sandals like Jesus creepers!!!"

quoted verbatim; sent by has3618k@uel.ac.uk (clearly an imbecile)

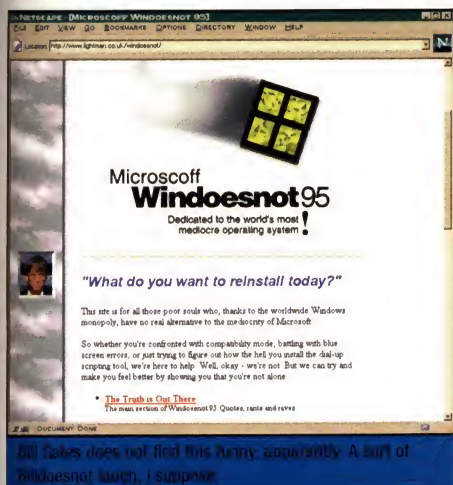


"This is
Demon,
King
of EF2000.
Anyone fancy
their
chances?"

Hook up your modem to
Wireplay and challenge Demon,
Killer and other gamers
from all over the country,
multiplayer or head-to-head.
There are 18 games so far,
including Duke Nukem
and Euro '96, plus news,
tournaments and leagues.



Wireplay
The games network from BT



"I burst most of the contents of my abdomen laughing at Horny Estelle. I say more of it! Best commentary on our modern post-atomic-Generation <your favorite letter here>-high-tech-over-stimulated-minimum-attention-span-impotent-by-virtue-of-electric-lines-blind-from-computer-screen-whacked-out-on-drugs modern life. Though you use too many British terms, for which, as a loyal colonial, I must call you a tit, a swine, a bloody bastard, and a molester of small woodland animals."

Joe Malin

"You are soo funny and clever and we want to get our knickers off for you. But you wouldn't like that. 'Cos we're blokes.:-)"

squiffy@dircon.co.uk

"It provided a good number of chuckles on an otherwise crappy day."

russellm@crl.com

"Charlie's cartoons on the Superkaylo site are su-fucking-perb. I thought I was going to pop a bollock at Dr Irrational."

My Mother@home.co.uk

WINDOESNOT95

<http://www.jwa.co.uk/windoesnot/>

IT'S ONLY BEEN LIVE FOR LESS THAN 24 HOURS and hasn't been registered with any of the search engines so don't expect a hive of activity...

P.S. No PCs were used at any stage of its production.

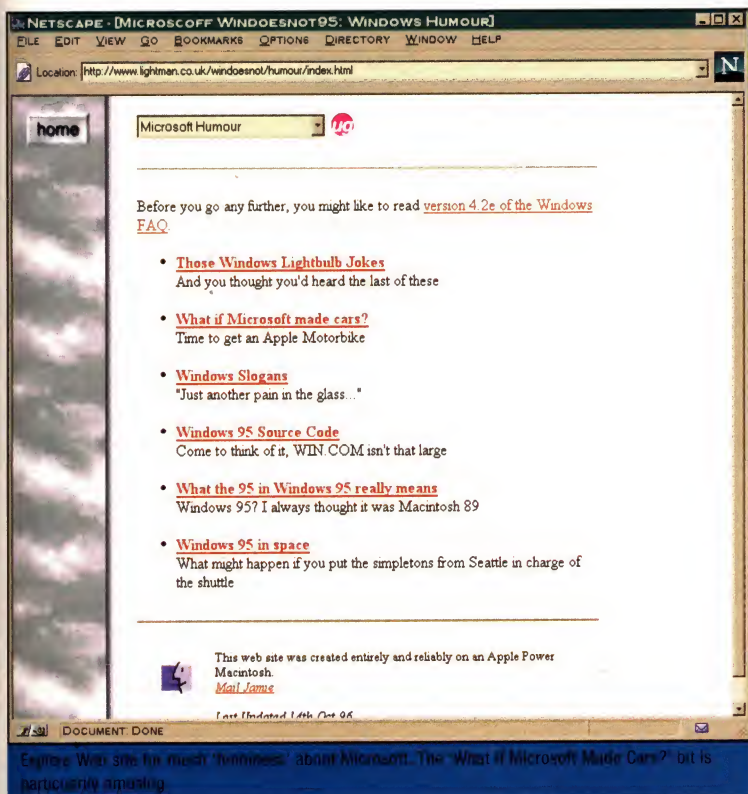
This amusing site is a perfect example of what the Web does best – giving people a little soap-box to mouth off about all kinds of stuff. WinDoesNot 95 is an anti-Microsoft, anti-Windows homepage, and details, with great aplomb and reasonable wit, "how damn shitty Microsoft and Windows are". The through-line is simple. Microsoft and their operating systems are pants. Apple and theirs are not. For profound exploration of this complex contemporary issue, the site is split into several, easily digested portions.

The Truth Is Out There is a thoroughly biased tromp through the press releases of both companies. Big Apple's winning in the PowerPC v PentiumPro Which Is Faster 'pissing competition' is much triumphed, as are press releases detailing buys and security flaws in MS' operating systems. Strangely, headline-breakers such as Apple's \$474 million dollar loss

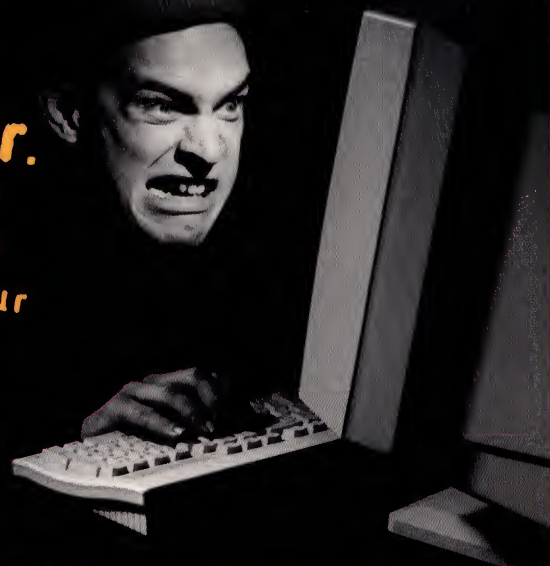
last year, and their total disarray over their latest operating system – Copland – are absent.

Other sections on the page are Bugsville (a list of very interesting and sometimes unbelievable bugs in Win 95 and compatible applications), Microsoft Humour ("Question: How many Microsoft Marketing Execs does it take to change a lightbulb? Answer: Eight. One to change the bulb and seven to ensure that Microsoft receives \$2 for every bulb changed everywhere in the world."), and, of course, links of other sites, in particular, the BMW site. There's also a debating section, where Web browsers can comment on the site and have their input thoroughly drubbed by 'Jamie', the sysop.

All in all, WinDoesNot 95 is a fun and well-written diversion from the usual twaddle one finds on the Net. The arguments are a little one-sided and the whole thing is utterly Mac-jingoistic, but who cares? It's funny. Which is pretty amazin' in itself considering it's been written by Mac-bores. But then they've got very little else to do on their Macs but play PC conversions in teeny-weeny windows and move boxes around whilst 'playing' Quark have they? Z



"Demon.
this is
Killer.
Prepare
to hand
over your
crown."



All you pay for is your
time on-line. Call **Freefone**
0800 800 918
for your free software
and visit www.wireplay.com.
for info. Game on.

Wireplay

The games network from BT

(Calls are charged at 2.5p a
minute evenings & weekends.
9.8p a minute weekdays.
Minimum charge, 5p.)

**NEW
LOWER
PRICE!**

Get the most out of gaming with

PC ZONE

Lightning Fast Windows Performance
Optimized for Windows 95 and DirectDraw
Exceptional video quality
SmartTools software for total control
Free MPEG playback software
Five year warranty and unlimited technical support



GrafixStar 600
Lightning Fast 128-bit Windows Acceleration



Features:

- Tseng ET6000 128-bit graphics controller • 2MB Multibank DRAM (MDRAM)
- Integrated full-screen video acceleration
- Software MPEG playback • Free Prolab multimedia software applications worth over £200 • PCI bus • Resolutions to 1600 x 1200; refresh rates to 200Hz; up to 16 million colours • 5 year warranty • Technical support hotlines
- Internet web site plus FTP, CompuServe and BBS services

"Good all-round performance makes this the ideal graphics user solution at a superb price."

- PC Pro September 1996

GrafixStar 600

Graphics and multimedia card from



Sporting a serious 128-bit graphics controller, the GrafixStar 600 is great for power Windows '95 users, power gamers and the enthusiastic home user. This card is the first to beat VRAM and WRAM based cards, being 5-10% faster in Windows 95 and an impressive 30% faster in DOS - great for power gamers. And that's not all. The latest drivers - GrafixMax - improves performance even further by up to 30%.

Accompanied with over £200 of graphics applications; an AVI editor, image editor and an easy to use media player control panel it really is an unbeatable offer. "The bundled software is excellent" - Tim Ponting, Group Publisher, PC Zone and Escape Magazines

ORDER FORM

ORDER LINES TEL: **01789 490215**

FAX: **01789 490878**

Ref No.	Description	Price	Qty	Total Price
VID1	GrafixStar 600	£105.75		

Name.....

Address.....

Postcode..... Daytime tel no.....

I enclose my cheque/postal order for £..... made payable to **DENNIS DIRECT**

I wish to pay by ☐ Visa ☐ Access ☐ American Express ☐ Delta ☐ Switch

Credit card details | | | | | | | | | | | | | | | | | | Expiry date | | - | |

Signature..... Card issue no. if paying by Switch.....

☐ Please send me a VAT receipt

☐ This information may be added to a mailing list. Please tick here if you would prefer not to receive details of special offers.

Please allow 28 days for delivery. E & OE.

**PC
ZONE**

ref: VID1

ONLY £85.00

(£105.75 INC VAT AND P&P)

ZONE

20-97-01

Maces in your back.
Boiling oil in your face.
Fire in your fields.
(Will the fun never end?)



Call Sierra on 01734 303171 for more details (Dealers, please call 01734 303322)

Douse the enemy with **boiling oil** — but beware of flaming arrows!

Catapults are excellent for creating “backdoor” attacks and catching your rivals by surprise.

Storm the castle using siege towers.

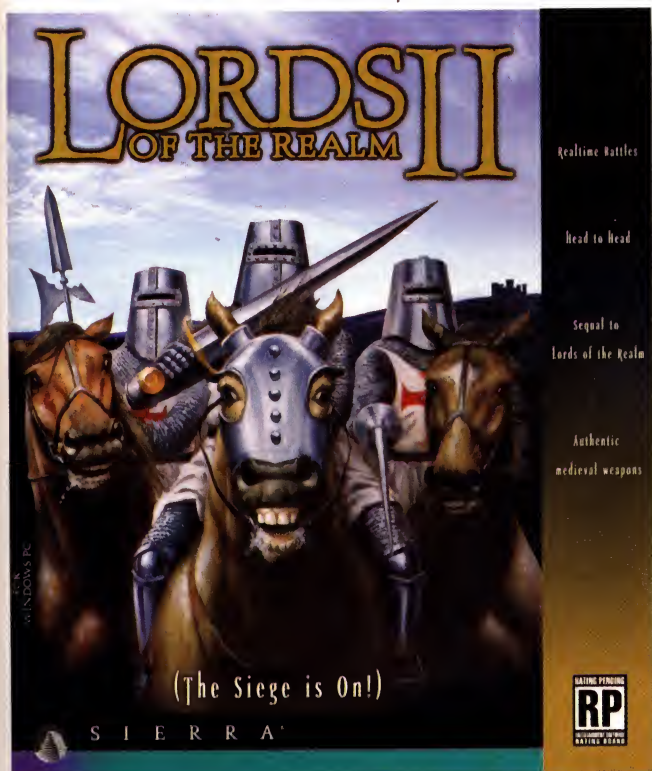
Break down castle walls using the mighty **catapult**.



Use the mini-map to **plan** troop positioning.

When victory is imminent, use the **“Mop-Up”** tool to finish off the enemy.

Build your own medieval weapons including swords, maces, pikes, crossbows, longbows, knight armor and pitchforks — hey, the peasants gotta have something to fight with.



All herald the arrival of **Lords of the Realm II**. It's the late 13th Century and the Crown of England is up for grabs. It's time to sharpen your pitchforks. Round up your archers. And fortify your garrison. It's a fight to the finish against your fellow lords. Where the winner becomes King. And the loser has bloody hell to pay.

A sequel to the award-winning *Lords of the Realm*, this medieval strategy/action game separates the men from the boys. With challenging new tactics. Rich animation. Armor-piercing weaponry. And real-time battles that are frighteningly authentic. An improved interface makes start-up easy. Plus, you can clash head-to-head via modem, or 4 lords can lay siege at one time via network.

Prepare to smash your way to the throne in the battle of your life. Because in the end, you're either King — or you're dead.

Impressions Designed by Impressions Software



SIERRA®

**PC
ZONE**

Save as much as
£59.88
with a subscription to



Subscribing to
PC Zone is the
ultimate great
deal. Here's why...

Choose your new game worth up to £49.99

We'll send you your choice of these superb games as soon as you subscribe. Buying the game and a year's worth of magazines costs up to £109.87, but with a Direct Debit subscription costing just £49.99, you save a massive £59.88!

Plus FREE delivery

As if this wasn't enough, we'll send your regular issues to you postage free, before they're in the shops. It's the only way you can guarantee to be first with all the latest games news and reviews. You know it makes sense!

Pick your top game now

	Title	Score	Rating	RRP
1	AH-64D Longbow	90	Classic	£44.99
2	ATF	92	Classic	£44.99
3	Civilisation 2	90	Classic	£44.99
4	F22 Lightning	NR*	—	£39.99
5	FIFA 97	NR*	—	£44.99
6	Formula 1 Grand Prix 2	95	Classic	£44.99
7	Gene Wars	NR*	—	£44.99
8	Grand Prix Manager 2	NR*	—	£44.99
9	Masters Of Orion 2	NR*	—	£44.99
10	Need For Speed (Special Edition)	89	Recommended	£44.99
11	NFL Madden 97	NR*	—	£44.99
12	PGA Gold 96	94	Classic	£44.99
13	Privateer - The Darkening	94	Classic	£44.99
14	Space Hulk VOTBA	90	Classic	£44.99
15	Syndicate Wars	95	Classic	£39.99
16	Team F1	NR*	—	£44.99
17	Time Commando	86	Recommended	£44.99
18	Top Gun	92	Classic	£44.99
19	US Navy Fighters 97	NR*	—	£44.99
20	Wing Commander 4	85	Recommended	£49.99

*Not yet been reviewed

PC Zone!



HOW PC ZONE SAVES YOU £59.88

COST OF 12 ISSUES OF ZONE	£59.88
COST OF TOP GAME — UP TO	£49.99
TOTAL COST:	£109.87
SUBSCRIPTION TO PC ZONE, INCLUDING 12 ISSUES AND BONUS GAME:	£49.99
YOUR SAVING	£59.88
WINNER	YOU

OFFER CLOSES 28TH FEB 1997

Get a subscription — and get saving

PC ZONE SUBSCRIPTION ORDER FORM

YES! I WANT TO SUBSCRIBE TO PC ZONE RIGHT NOW!

- ☐ Please start my subscription from the next available issue and send me my bonus game **or**
- ☐ I am already a subscriber, please extend my subscription and send me my bonus game
- (Subscriptions can only be extended by cheque or credit/debit card)

YOUR GAME

The game I would like is the CD version of

YOUR DETAILS

Name _____

Address _____

Postcode _____ Daytime phone _____

YOUR CD-ROM SUBSCRIPTION

- ☐ UK £54.99 ☐ Europe £69.99 ☐ World £84.99

Save a further £5 — when you pay by Direct Debit (UK only)

TO GET YOUR SUBSCRIPTION SORTED IN A SECOND, CALL THE CREDIT CARD HOTLINE ON 01454 620070 (8.30 AM–6 PM)

PC ZONE BY POST:
 PC Zone Subscriptions Department, FREEPOST WD7, Bristol BS12 0BR (No stamp required)
 Overseas readers: PC Zone Subscriptions, Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ UK

You can't beat PC Zone — subscribe today!

YOUR CHOICE OF PAYMENT

Complete section **1)** Direct Debit **2)** Cheque or **3)** Credit /Debit card

1) ☐ I would like to pay by Direct Debit and save a further £5 (UK new subscribers only)



Instruction to your bank or building society to pay by Direct Debit

To the manager: Bank name _____

Address _____ Postcode _____

Name of account holder(s) _____

Bank sort code _____ Account number _____

Originator's identification number **7 2 4 6 8 0**

Please pay Dennis Publishing Ltd. Direct Debits from the account detailed on this instruction subject to the safeguards assured by the Direct Debit Guarantee.

Signature(s) _____ Date _____

Banks and building societies may not accept Direct Debit instructions for some types of account

Banks and building societies may not accept Direct Debit instructions for some types of account

2) ☐ I enclose a cheque made payable to: Dennis Publishing Limited

3) ☐ Please charge my

☐ Visa ☐ Access/Mastercard ☐ AMEX ☐ Switch (Issue No. _____)

Card Number _____

Expiry date _____

Signed _____ Today's date _____

Please indicate here if you do not wish to receive details of further special offers or new products

All games are subject to availability. Please allow 28 days for delivery. A maximum of £35 is refundable for a cancelled subscription

REPLY WITHIN 14 DAYS FOR PRIORITY SERVICE

PD701

Play PRICE! CHOICE
THESE HAVE MADE
OF COMPUTER

CD ROM GAMES

BUDGET GAMES



2 FREE GIFTS

WITH EVERY ORDER
EVERY TIME YOU PLACE AN ORDER YOU MAY CHOOSE A PIECE OF SOFTWARE FROM OUR FREE GIFT LIST OF SOFTWARE AND ACCESSORIES. THERE IS A LIMIT OF ONE FREE GIFT PER WEEK BUT NO MINIMUM ORDER VALUE TO QUALIFY. SECONDLY, YOU WILL ALSO RECEIVE OUR LATEST 24 PAGE CATALOGUE PACKED WITH REVIEWS, COMPETITIONS, MORE FREE GIFTS...

POWER, CORRUPTION & LIES - UFO, F14 FLEET DEFENDER, DUNE 2	
BENEATH A STEEL SKY.....	£20.99
PRISONER OF ICE.....	£11.99
PRIVATEER 2: THE DARKENING.....	£31.99
PUBLISHER'S PICK: GREEN.....	£24.99
QUEST FOR GLORY ANTHOLOGY.....	£21.99
RAC RALLY CHAMPIONSHIP.....	£22.99

**"OUR PRICES ARE
SO LOW WE ARE
ALMOST GIVING THE
STUFF AWAY!!!"**

HERE AT GAMEPLAY WE ALWAYS DO OUR BEST TO LET YOU KEEP AS MUCH OF YOUR HARD-EARNED MONEY AS POSSIBLE AND THIS MONTH OUR PRICES ARE EVEN MORE UNBEATABLE! THE FIRST ITEM YOU SELECT FROM THE FOLLOWING LIST WILL BE CHARGED AT THE PRICE SHOWN, BUT FOR EVERY SUBSEQUENT ITEM YOU SELECT YOU MAY DEDUCT \$1 FROM THE COST SHOWN! FILL THOSE CHRISTMAS STOCKINGS!

HERO 2	\$30.99
YBERULUS	\$24.99
YBERSTORM	\$27.99
(Win '95)	\$19.99
AGGERFALL: ELDER SCROLLS 2	\$30.99
AYTONA USA	\$27.99
PAIDLINE	\$31.99
YBERHEAVY: TIDE	\$19.99
EARTH RALLY	\$19.99
EARTHTRAP DUNGEON	\$29.99
ESCENT 2	\$21.99
DESTRUCTION DERBY 2	\$33.99
LABLO	\$28.99
THE HARD TRILOGY	\$29.99
ESCHWOLD	\$22.99
ESCHWOLD 2	\$35.99
OMINION	\$13.99
OOM 2	\$26.99
10000 - 10000 EXTRA LEVELS FOR DOOM & DOOM 2	\$21.99
AGONHEART: FIRE & STEEL	\$25.99
AGONHEART: FIRE & STEEL	\$19.99
AGONHEART: FIRE & STEEL (Boxed!)	\$19.99
AGONHEART: 3D TOOLT	\$12.99
AGONHEART: KEEPER (EXPECTED JANUARY)	\$31.99
AGONHEART: KEEPER CLUBBOOK	\$9.99
ATHSIEGE 2	\$25.99
CO THE DOLPHIN	\$21.99
2000	\$27.99
ESSENTIAL COMPILATION VOL 1 - F1, FIFA, PGA 486	\$15.99
YBER SOCCER STARS '96 - FA, CHAMP MANAGER, ON THE BALL	\$23.99
YBERMEMBER MAN, 3 KICK OFF 3 and PLAYER MANAGER 2	\$23.99
LOWESTHELMED	\$27.99
GRAND PRIZ 2	\$27.99
GRAND PRIZ MANAGER 2	\$30.99
22 LIGHTNING	\$31.99
2699ABLE	\$19.99
FA SOCCER '96	\$27.99
FA SOCCER '97	\$27.99

MICROSOFT FLIGHT SIM 6...	£36.99
MICROSOFT FLIGHT SIM 5.1 & NEW YORK & PARIS	£37.99
MICROSOFT FLIGHT SHOP	£35.95
MICROSOFT FFS 1 SCENERY (JAPAN, HAWAII & CARIBBEAN)	£25.99
SCENERY DISK - EUROPE 1	£23.99
FLIGHT SIM 5.1 TOWER	£39.99
FLIGHT SIM 5.1 SCENERY & OBJECT DESIGNER	£36.95
FLIGHT SIM FFSX	£28.99
BOEING/BUSINESS JETS/AIRBUS/GREAT AIRLINES	EACH £22.99
PERFECT FLIGHT/ENGLAND & WALES DISK FOR MS FS 1	£19.99

RAMA	\$32.95
RAYMAN (WINDOWS '95)	\$21.95
REAGAN OF THE WHISKEYS	\$21.95
REBEL ASSASSIN 1 & 2	\$31.95
RETURN FIRE (WINDOWS '95)	\$27.95
RETURN TO KRONOR	\$27.95
RINGS	\$28.95
RIPPER	\$28.95
RISE & RULE OF ANCIENT EMPIRES	\$27.95
RISE OF THE ROBOTS 2	\$27.95
ROAD RASH	\$30.95
SAFECRACKER	\$28.95
SAVINGS EXTREME TENNIS	\$27.95
SAND WARRIORS	\$24.95
SCORCHED PLANET (WIN '95)	\$27.95
SCORABLE (3.5" DISK)	\$22.95
SCRAMBLER 2	\$24.95
SEGA R.I.C. (REQUIRES PENTIUM OR HIGHER)...ELOWEST	\$24.95
SENSIBLE WORLD OF SOCCER	\$13.95
SENSIBLE WORLD OF SOCCER 96/97	\$21.95
SENSIBLE WORLD OF SOCCER 96/97 DATA DISK	\$9.99
SETTERS (3.5")	\$14.95
SETTLERS 2	\$24.95
SHADOEN	\$25.95
SHATTERED STEEL	\$25.95

THE HOUR.....		£12.95
30	LEMMINGS.....	£11.95
30	SIMULATION GAMES.....	£8.95
30	ADVENTURE GAMES.....	£8.95
30	ARCADE GAMES VOL. 1.....	£9.95
31	ARCADE GAMES VOL. 2.....	£9.95
45	CASINO, CARD & PUZZLE GAMES.....	£8.95

£26.99

Battleground

BATTLEGROUND ARDENNES £25.99
BATTLEGROUND ANTIETAM £27.99
BATTLEGROUND GETTYSBURG..... £25.99
BATTLEGROUND SHILOH £26.99
BATTLEGROUND WATERLOO £25.99

BAO MOJO	\$24.99
BAKU BAKU ANIMAL	\$22.99
BATTLECRUISER 3000AD	\$25.99
BEANS & BUTTERHEAD	\$11.99
BEDLAM	\$31.99
BERNIEUDA SYNDROME	\$26.99
BRIGHTLIGHT	\$28.99
BUAHAN MACHINEHEAD	\$27.99
BLUE ICE	\$25.99
BRIDGE MASTER CLASSIC WITH OMAR SHARIF	\$29.99
BROKEN SWORD	\$28.99
BUBBLE BOBBLE & RAINBOW ISLAND	\$21.99
BUG	\$26.99
CATZ	\$13.99
CHAMPIONSHIP MANAGER '96/'97 EDITION	\$16.99
CHAMPIONSHIP MANAGER FOREIGN LEAGUES	ALL 3 FOR \$17.99
CHAOS OVERLORD	\$15.99
CIVILISATION 2	\$28.99
CIVILISATION 2 DATA DISK: CONFLICTS IN CIVILISATION	\$12.99
CHIEF MAY [SERIAL]	\$19.99
CLIMAX	\$30.99
CLOSE COMBAT	\$30.99
COMMAND&C 3.0 (NOVALOGIC)	\$30.99
COMMAND & CONQUER	\$25.99
COMMAND & CONQUER RED ALERT	\$28.99
COMMAND & CONQUER C&C DATA DISK	\$24.99
COMMAND & CONQUER AND WARCRAT 2 TOOLKIT	\$13.99
COMMAND COMPANION	
Over 100 EXTRA LEVELS FOR C & C	\$19.99
CONGO	\$18.99
CONQUEST OF THE NEW WORLD	\$14.99
CREATOR	\$24.99
CRUISER NO REGRETS	\$25.99

YOUR COMPUTER PETS!
 DOGS & CATS LIVE ON YOUR COMPUTER'S DESKTOP WHERE THEY CAN EAT, SLEEP,
 PLAY GAMES AND RUN AROUND. BORN AS PUPPIES AND KITTENS THEY DEVELOPE
 A UNIQUE LOOK AND PERSONALITY EACH **£13.99**

HARDLINE	£28.
HAVESITER	£7.
HILL BENDER	£20.
HERETIC: SHADOW OF THE SERPENT RIDERS	£31.
HEROES OF MIGHT AND MAGIC TRILOGY	£23.
HEXEN	£19.
HEIN DATA DISK - DEATH KINGS OF THE DARKNESS	£15.
HI OCTANE	£16.
HIND	£16.
HITCHCOCKER 2 - ROSE TATTOO	£30.
HIT ME IF YOU HAVE NO MOUTH BUT MUST SCREAM	£30.
IAN BOTHAM CRICKET	£22.
INCREDIBLE FLUX: THE PANTHEON SAGA	£27.
INTERNATIONAL MOTORCROSS	£27.
INTERNATIONAL RUGBY LEAGUE	£30.
JUNGLE 2 (UNBOXED)	£29.
KITTENFISTERS 5	£18.
LINGER BOOK	£25.
KICK OFF '96	£23.
KINGDOM O' MAGIC	£22.
KINGS QUEST COLL 1-6	£17.
LAST BUTZROSES	£30.
LEGIONARY LARRY 7	£31.
LIGHTHOUSE RENTAL + OH NO! MORE LEWINGS + LEWINGS	£37.
LIARS	£37.
LINK KING FOR WIN '95	£16.
LINKS GOLF 486 LS	£31.
LINKS GOLF 486 LS 4 EXTRA COURSES!!!	£39.
LINKS 386/LS COURSES PER PAIR	£100.
LINKS COURSE - PELICAN HILL	£16.
LOREDS OF THE REALM 2	£27.
MAGIC CARPET	£24.
MAGIC THE GATHERING	£27.
MASTER OF DIMENSIONS	£27.
MASTER OF ORION 2	£27.
MAX	£27.
MECH WARRIOR 2 [PLEASE SPECIFY WIN '95 or DOS]	£31.
MELANCHOLY WARRIOR MERCENARIES	£31.
MELANCHOLY AT LE MANS	£31.
MICROSOFT GOLF V2	£14.
MICROSOFT GOLF Y3	£23.
MICROSOFT ARCADE	£19.
MICROSOFT RETURN OF ARCADE - PACMAN, POLE POSITION, DIG DUG AND GALAXIAN!	£17.
MICROSOFT FOOTBALL	£23.
MONSTERBROW	£32.
MONSTER TRUCK MADNESS	£30.
MONSTY PYTHON & THE HOLY GRAIL	£27.
MORTAL KOMBAT 3 [SPECIFY WIN '95 or DOS]	£29.
MORTIMER & THE RIDDLES OF THE MEDALLION	£27.

Lifetime Popsicles £25.99
 £22.99
 Star Wars £22.99

SILENT HUNTER	\$27.99
SILENT THUNDER (PLEASE SPECIFY WIN 3.11 OR '95)	\$22.99
SIM CITY 2000 ANNIVERSARY PACK INCLUDES SIM CITY 2000,	
URBAN RENAISSANCE KIT + SCENARIO DISK 1 + DISASTER DISK	\$31.99
SIM CITY 2000 NETWORK EDITION	\$33.99
SIM CITY 2000	\$15.99
SIM ISLE	\$15.99
SIM TOWER	\$15.99
SIM TOWN	\$22.99
SIMON THE SORCERER 1+2 (DOS, WIN 3.1 & WIN '95)	\$29.99
SONIC	\$22.99
SONIC & KNUCKLES	\$27.99
SPACE HULK 2: V.O.T.B.A.	\$29.99
SPACE QUEST COLLECTION 1-4	\$28.99
SPYGLASS	\$29.99
STAR CONTROL 3	\$25.99
STARFRONTIER 3000	\$26.99
STEEL PANTHER	\$27.99
STAR TREK 30TH ANNIVERSARY	\$28.99
STAR TREK DEEP SPACE 9 HARBINGER	\$15.99
STAR TREK EMERGENCY GIFT PACK	\$25.99
STAR TREK KLINGON	\$15.99
STAR TREK NEXT GENERATION: A FINAL UNITE	\$18.99
STAR TREK ONSCREEN	\$19.99
STAR TREK TECHNICAL MANUAL	\$19.99
STAR WARS TRILOGY	\$LOWEST
STORM	\$30.99
STREET RACER	\$18.99
SUB-127 FLANKER	\$15.99
SUPER FRODOO	\$LOWEST

MEGAPACK 5
 TERMINAL VELOCITY, JAGGED ALLIANCE,
 FLIGHT UNLIMITED [SPECIAL EDITION], FX
 FIGHTER, PRIMAL RAGE, GREAT NAVAL
 BATTLES 4, PINBALL FANTASIES DELUXE,
 ENTOMORPH, WARLORDS 2 DELUXE, POOL
 CHAMPION - ALL FOR JUST... **~~£28.99~~**

HAL DOOM	\$20.99
HAL DOOM (ENHANCED)	\$13.99
NIGHT ADVENTURES VOL. 1	\$31.99
RIGHT UNLIMITED (PLEASE SPECIFY WIN 3.1 OR '95)	\$27.99
RYING CORPS	\$27.99
FORMULA 1 (PSYGNOSIS)	\$35.99
FORMULA 1 MANAGER (EUROPESS)	\$25.99
AGILE ALLEGIANCE	\$28.99
ON FI (EDOS)	\$24.99
ENDER WARS 2: THE BEAST WITHIN	\$24.99
ENDER WARS	\$25.99
INE MACHINE	\$25.99
INE WARS	\$31.99
EX	\$23.99
NOME	\$26.99
ORIANA	\$30.99
DOSEUMS	\$30.99
REMIN CD 5 PACK - CONTAINS DESERT STRIKE, JUNGLE STRIKE, TRIBULATION, SUPREMACY 5000, ACTUA SOCCER (SEMI-FINAL EDITION)	\$18.99
QUALITY INC. DEW & S'VAIR	\$18.99
IN N1 (GATEWAY)	\$10.99

MUMMY.....	£30.99
MUPPET TREASURE ISLAND.....	£24.99
Myst.....	£19.99
NASCAR 2.....	£28.99
NATO FIGHTERS (ATF US DATA DISK).....	£15.99
NBA FULL COURT PRESS.....	£23.99
NBA LIVE '96.....	£31.99
NEED FOR SPEED.....	£23.99

SUPER MOTOCROSS (WIN '95)	\$25.99
SYNDICATE WARS	\$27.99
SYNDICATE WARS CLUE BOOK	\$9.99
SYNERGIST	\$LOWEST
TACTCOM (DATA DISK FOR EF2000)	\$15.99
TEAM F1 (MACLAREN)	\$26.99
TERMINATOR - FUTURE SHOCK	\$19.99
TERMINATOR: SKYNET	\$31.99


TERRANOVA.....	£29.99
THE DIG.....	£29.99
THEME HOSPITAL.....	£31.99
THIRD REICH.....	£27.99
THIS MEANS WAR.....	£24.99
THE FIGHTER X X WING.....	£31.99
TIME COMMANDO.....	£29.99
TNN '96 FISHING.....	£25.99
TOMB RAIDER.....	£27.99
TOON STRUCK.....	£31.00


0113 234 0444
SALES HOTLINES
OPEN SEVEN DAYS A WEEK


FAX ORDERS ON -
0113 234 0770
(24 HOURS A DAY)


QUAKE - FULLY PACKAGED
£24.99


TOSHINDEN	\$27.99
ULTIMATE DOOM (SPECIFY WINDOWS '95 OR DOS)	\$27.99
ULTIMATE SOCCER MANAGER 2	\$25.99
US NAVY FIGHTERS '97	\$33.99
US NAVY FIGHTERS '97	\$33.99

 **LINES OPEN 9am-8pm MON-FRI,
10am-7pm SAT, 10am-4pm SUN.
ANSWERPHONE ALL OTHER TIMES.**

 **NO QUIBBLE EXCHANGE POLICY - IF YOU
ARE UNHAPPY WITH YOUR PURCHASE FOR
ANY REASON, SIMPLY RETURN THE ITEM IN
PERFECT CONDITION WITHIN 48 HOURS OF
RECEIPT BY RECORDED DELIVERY AND
SUBJECT TO A FEE (10% OR MIN £4), WE
WILL SWOP IT FOR ANOTHER ITEM, (THIS
OFFER APPLIES ONLY TO ITEMS LISTED IN
OUR MOST CURRENT ADVERTS AND
EXCLUDES 3.5" DISKS AND MICROSOFT
PRODUCTS).**

 ORDER WITH CONFIDENCE FROM ONE OF THE LARGEST DISTRIBUTORS IN THE COUNTRY OVER 600,000 SOFTWARE ITEMS SUPPLIED SO FAR!

 WE PROVIDE ONE OF THE FASTEST DELIVERY SERVICES AROUND, 2-3 WORKING DAYS MAX ON STOCK ITEMS. (PLEASE ALLOW 7 DAYS FOR CLEARANCE IF SENDING A CHEQUE)

 1ST CLASS DELIVERY FREE OF CHARGE U.K. MAINLAND. OPTIONAL NEXT DAY DELIVERY FROM £4. (PLEASE ORDER BEFORE 3PM TO ENSURE IMMEDIATE DESPATCH.

£19.99	QUAKE (UNBOXED)	£19.99
	QUAKE TOOLKIT	£12.99
NEIGHBOHOOD		£39.99
NHL Madden '97		£30.99
NHL Hockey '96		£24.99
NHL Hockey '97		£30.99
NORMALITY INC.		£27.99
OLYMPIC GAMES		£27.99
OLYMPIC SOCCER		£27.99
ON SIDE SOCCER		£25.99
ORION BURGER		£24.99
OVER THE RICH		£27.99
PARADISE DIRECT		£29.99
PENTHOUSE INTERNATIONAL Vol. 1		£19.99
PGA EUROPEAN TOUR/Tour Golf '96	EACH £32.99	
PGA NIPPENBURG/OXFORDSHIRE TOUR GOLF DISKS	£16.99	
PGA SNEIGH BA/SAWGRASS TOUR '96 DISKS	£16.99	
PINBALL FEVER		£16.99
PINBALL FEVER		£16.99
POLICE QUEST COLLECTION 1-4	£28.99	
POLICE QUEST SWAT	£24.99	

KING (ANGLES)	\$28.99
WPS (W/25)	\$28.99
VIRTA COP	\$27.99
VIRTA FIGHTER	\$27.99
VIRTUAL SNOOKER	\$14.99
VOLEUR 2	\$27.99
WARCRAFT 2	\$28.99
WARCRAFT 2 DELUXE	\$33.99
WARCRAFT 2 ADD ON DISK (50 LEVELS)	\$14.99
WARCRAFT 2 ADD ON DISK (100 LEVELS)	\$19.99
WESWOLFY 4 COMMANDER	\$30.99
WINZ	\$24.99
WING COMMANDER 4	\$26.99
WING COMMANDER - THE KILRATH SAGA	\$22.99
WIREKIT 2097	\$34.99
WITCHAMEN 2	\$11.99
WRECKING CREW	\$22.99
WOODEN SHIPS AND IRON MEN	\$25.99
WORLD RALLY FEVER	\$14.99
WORMS & WORMS REINFORCEMENTS	\$24.99
WORMS DELUXE	\$24.99
X-COM COMPLICATION - OFF X-COM TERROR FROM THE DEEP. UFO ENEMY	\$24.99
UNKNOWN PLUS BOTH CHINA TAP HOOK BOOKS	\$26.99
Z	\$28.99
ZOMBIEVILLE	\$19.99
ZORK NINEPERS	\$10.99

STRATEGY GAMES	£9.99
942 PACIFIC AIR WAR PLUS	£9.99
944 ACROSS THE RHINE	£9.99
THE GHOST	£9.99
11 UNDER JUNIOR RACING	£1.99
ASCENDANCY	£12.99
A TRAIN	£8.99
DEATH A STEEL SKY	£9.99
BIG RED RACING	£9.99
DISFORGE	£10.99
CANNON FODDER 2	£9.99
CAESAR	£9.99
CHAMPIONSHIP MANAGER 2	£9.99
CHAMPIONSHIP MANAGER 2 96/97 DATA DISK	£9.99
CHESSMATE 4000 TURBO	£9.99
CHRONICLES OF THE SWORD	£11.99
CHRONICLES	£9.99
CRUSADE	£9.99
COMMAND & CONQUER AND WARCRAFT 2 TOOLKIT	£13.99
CRUSADER NO REMORSE	£1.99
CRUSADERS ENCOUNTER	£13.99
DARK FORCES	£12.99
DAVE OF THE TENTACLE	£9.99
DEEP STARS	£2.99
DESTRUCTION DERBY	£9.99
DUNE	£9.99
DUNE 2	£10.99
DUNE 2 & LURE OF THE TEMPTRESS	£16.99
DUNGEON MASTER 2	£12.99
ELITE	£9.99
ELUSTICATA	£9.99
EL GRAND PRIX	£9.99
EL-14 FLIGHT DEFENDER	£9.99
EL-15 STORM EAGLE 3	£9.99
EMADE TO BLACK	£10.99
EMERSON'S GLOVE	£9.99
EMIFA INTERNATIONAL SOCCER	£1.99
EMIGHTER WING	£7.99
EMULL THROTTLE	£12.99
EMASHBACK	£9.99
EMARSHAL KNIGHT	£9.99
EMERSON JONES & FAIR AT ATLANTIS	£9.99
EMARRY WHITE'S SNOOKER	£11.99
EMQUEST 7	£9.99
EMGRONDR	£9.99
EMAST DYNASTY	£9.99
EMASURE SUIT LARRY 6	£10.99
EMEMBERS 1 & 2	£11.99
EMINKS GOLF 386	£11.99
EMOST EDEN	£9.99
EMAGIC CARPET & HIDDEN WORLDS	£10.99
EMOKEY MACHINES 2	£12.99
EMONEY ISLAND 1 & 2	£10.99
EMONY STRIKE	£12.99
EMRATES! GOLD	£9.99
EMPLAYER MANAGER 2 EXTRA	£9.99
EMPSYCHO PINBALL	£12.99
EMQUARANTINE	£10.99
EMRAILROAD TYCOON DELUXE	£10.99
EMRIBBERS ASSAULT	£12.99
EMIDDLE OF THE ROAD	£12.99
EMIDDLE OF MASTER LU	£9.99
EMISE OF THE TRIAD	£9.99
EMAX & MAX HIT THE ROAD	£10.99
EMCREAMER	£9.99
EMHELL SHOCK	£10.99
EMIA CITY ENHANCED	£11.99
EMANTI/EARTH/FARM/LIFE	£8.99
EMLIPSTREAM 5000	£8.99
EMPACE QUEST 6	£8.99
EMSTAR TREK 25TH ANNIVERSARY	£11.99
EMUPER STREETFIGHTER 2 TURBO	£12.99
EMVENDRETE PLUS	£11.99
EMVISON SHOCK	£11.99
EMVEKWAR	£9.99
EMVEHMENTAL VELOCITY	£12.99
EMVFX	£10.99
EMVHEM PARK	£9.99
EMVHUNDBANK	£9.99
EMTHE FIGHTER COLLECTOR'S CD	£12.99
EMULT	£9.99
EMTRANSPORT TYCOON & WORLD EDITOR	£9.99
EMFO ENEMY UNKNOWN	£9.99
EMUNDER A KILLING MOON	£9.99
EMUNDERSTANDING RICHNESS '95	£9.99
EMUS NAVY FIGHTERS	£11.99
EMVACRAFT	£10.99
EMVING COMMANDER 3	£12.99
EMVITOUT	£9.99

QUALITY SERVICE!

ONE OF THE LARGEST SUPPLIERS IN THE COUNTRY TODAY!!

0113 234 0444
SALES HOTLINES
0113 234 0999
TECHNICAL SUPPORT
0113 234 0666
CUSTOMER SERVICES

ALL PRICES INCLUDE VAT

HOME & REFERENCE

MICROSOFT SPECIAL OFFERS

Bookshelf £37.99
ENCARTA 9 £38.99
MUSIC CENTRAL 97 £31.99

Office £224.99
Windows 95 £73.99

10 HOME MAKER (NICKELODEON)	£49.99	£31.99
300 NATIONS	£29.99	£17.99
ACCESS V7	£299.99	£149.99
ADVENT LANDS	£29.99	£24.99
ART GALLERY	£49.99	£24.99
ARTIST V4	£59.99	£50.99
ARTIST V5	£49.99	£29.99
BOOKSHELF '96	£49.99	£37.99
CD-ROMS	£29.99	£12.99
COMPASS COLLECTION	£59.99	£40.99
CREATIVE WRITER & FINE ARTIST	£59.99	£33.99
DANGEROUS CREATURES	£29.99	£17.99
DOGS	£39.99	£24.99
ENCARTA 97	£29.99	£24.99
ENCARTA WORLD ATLAS '97	£49.99	£39.99
ENCARTA '97	£49.99	£38.99
FRANK LLOYD WRIGHT	£39.99	£24.99
HOME WIN '95	£29.99	£15.99
MUSIC (PER COMPUTER)	£29.99	£24.99
MUSIC CENTRAL '96	£49.99	£17.99
MUSIC CENTRAL '97	£29.99	£24.99
OSCAR	£39.99	£24.99
OFFICE '95 STANDARD '97	£299.99	£199.99
Office Pro V7	£499.99	£224.99
PUBLISHER '97	£299.99	£84.99
PUBLISHER V2 (WIN 3.11)	£299.99	£29.99
PLUS FOR WINDOWS '95	£49.99	£35.99
WIN GAMES	£49.99	£15.99
World of Flight	£29.99	£17.99
World V7	£299.99	£149.99
World V3 + MONEY	£69.99	£29.99
World V4	£79.99	£33.99

REDSHIFT 2 £18.99
taxCalc £34.99
taxCalc £22.99

10,000 RECIPES	£9.99
ATICA GUIDE TO CLASSICAL MUSIC	£19.99
3D WALKTHROUGH HOME DESIGNER	£30.99
ABC GARDEN DESIGNER 3	£19.99
ABC MASTERMIND	£23.99
Bodyworks 4	£4.99
Bodyworks 5	£9.99
CHINESE COOKING FOR THE FAMILY	£11.99
COMPTON'S ENCYCLOPAEDIA '97	£24.99
COMPTON'S MULTIMEDIA BIBLE	£24.99
COREL ART SHOW VOL 5 - COFFEE TABLE BOOK	£25.99
COREL WORDPERFECT V7 WIN '95 UPGRADE, CD ONLY	£81.99
COREL WORDPERFECT V7 WIN '95 UPGRADE, 3.5" & CD	£114.99
COREL WORDPERFECT V7 WIN '95 FULL CD ONLY	£199.99
COREL WORDPERFECT V7 WIN '95 FULL 3.5" & CD	£229.99
DISCOVER ASTRONOMY	£13.99
DR RUTH'S ENCYCLOPAEDIA OF SEX	£14.99
EURO '96 - THE OFFICIAL GUIDE	£15.99
FLIGHTWATER GREAT GENERALS	£17.99
FLIGHTWATER HISTORY OF MEDICINE	£18.99
FLIGHTWATER SPACE RACE	£18.99
FLIGHTWATER UNLEARNED	£19.99
FLIGHTWATER WAR IN THE PACIFIC	£19.99
FLIGHTWATER WORLD WAR 1	£19.99
FLIGHTWATER WORLD WAR 2	£17.99
GRANDSLAM ENCYCLOPAEDIA '96	£13.99
GUINNESS DICTIONARY OF RECORDS	£18.99
HUTCHINSON'S INTERACTIVE ENCYCLOPAEDIA '96	£19.99
HUTCHINSON'S INTERACTIVE ENCYCLOPAEDIA '97	£27.99
KEY HOME GOURMET	£6.99
INTERFLEX '96	£24.99
LOTUS WORDPRO	£89.99
MACINTOSH PREMIUM IMAGE COLLECTION 33000 CLIP ART IMAGES, 1000 FONTS & 1000 PHOTOS	£33.99
MAINS TEACHES TYING V2 (DEM)	£9.99
Mini Office	£21.99
REDSHIFT 2 - INTERACTIVE ASTRONOMY	£24.99
OXFORD CONCISE DICTIONARY	£32.99
PLEASURES OF SEX	£32.99
QUICKEN 5.0	£36.99
QUICKEN 5 DELUXE	£55.99
QUICKEN FAMILY LAWYER	£23.99
REDSHIFT 2 - INTERACTIVE ASTRONOMY	£24.99
SHIPS OF THE WORLD	£13.99
VAN GOGH: THE MAN, HIS LIFE, HIS WORKS	£25.99
WHICH? TAXICAB	£22.99
World Atlas V6	£12.99

DORLING KINDERSLEY

SCIENCE £24.99
The Dorling Kindersley CHILDREN'S DICTIONARY £19.99
Space Universe £24.99

3D SKELETON	£19.99
ANN HOOVER'S SEX GUIDE	£26.99
CASTLE EXPLORER	£20.99
CHILDREN'S MULTIMEDIA DICTIONARY	£19.99
CHRONICLE OF 20TH CENTURY	£25.99
ENCYCLOPAEDIA OF NATURE	£23.99
ENCYCLOPAEDIA OF SPACE	£23.99
ENCYCLOPAEDIA OF SCIENCE & UNIVERSE	£24.99
HISTORY OF THE WORLD	£23.99
MY FIRST AMAZING WORLD EXPLORER	£19.99
MY FIRST INCREDIBLE AMAZING DICTIONARY	£19.99
PB BEAR'S BIRTHDAY PARTY	£19.99
PHOTO GALLERY CHILDREN, WILD ANIMALS, DINOSAURS, INSECTS & BUGS, FLOWERS, CLASSIC CARS, CATS, BIRDS	£18.99
STONEMAN	£23.99
THE WAY THINGS WORK	£23.99
THE WAY THINGS WORK 2	£23.99
ULTIMATE HUMAN BODY	£24.99
VIRTUAL REALITY BIRD/CAT	£19.99
WILD BEASTS DINOSAUR HUNTER	£19.99
Way Things Work 2	£23.99
World Atlas for Windows	£29.99

CHILDREN & EDUCATION

Activity Center £25.99
Print Studio £28.99
Sound Blaster £33.99

DISNEY

ALADDIN ACTIVITY CENTRE	£25.99
LION KING ANIMATED STORYBOOK	£33.99
LION KING ACTIVITY CENTRE	£34.99
MOCKEY & CREW PRINT STUDIO	£34.99
POCAHONTAS STORYBOOK	£33.99
TIMON & PUMBA JUNGLE GAMES	£31.99
TOY STORY ANIMATED STORYBOOK	£32.99
Winnie the Pooh	£31.99

AB £21.99
Disneyland £21.99
Looney Tunes £24.99

ARTHUR'S BIRTHDAY	£14.99
ARTHUR'S TEACHER TROUBLE	£14.99
BERENSTAIN BEARS GET IN A FIGHT	£16.99
DI SEUSS ABC	£21.99
GREEN EGGS & HAM	£24.99
HARRY & THE HAUNTED HOUSE	£24.99
JUST GRANDMA & ME	£24.99
KID PIX STUDIO	£24.99
LEARN THE ART OF MAGIC	£24.99
LITTLE MONSTER	£24.99
LOGICAL JOURNEY OF THE ZOOBIBS	£24.99
MATHS WORKBOOK	£15.99
NEW KID ON THE BLOCK	£11.99
RUFFS BONE	£21.99
THE BRAVE	£24.99
TORTOISE AND THE HARE	£24.99

EUROPEAN

FUN SCHOOL 6 - FAIRYLAND, MAGICLAND, FUTURELAND	£19.99
FUN SCHOOLS 5 - 5-7 yrs, 6-9 yrs, 8-11 yrs	£17.99
FUN SCHOOL LANGUAGE LABS	£16.99
FUN SCHOOL 4 - 4-5/5-7/7-11 yrs	£17.99
GAMES FACTORY	£44.99
GCSE MATHS	£15.99
MAGIC SCHOOLBUS - 3 BONUS	£15.99
HUNCHBACK OF NOTRE DAME	£15.99
Klik 'n' Play Gamebook (CD ROM ONLY)	£44.99

Microsoft £24.99
Microsoft £24.99

CREATIVE WRITER 2	£24.99
EXTRA! & FREEDOM	£31.99
EXPLORATION OF NATURE	£21.99
FINE ARTIST	£13.99
FINE ARTIST & CREATIVE WRITER DOUBLE PACK	£34.99
HOW THE LEOPARD GOT HIS SPOTS	£22.99
MAGIC SCHOOLBUS - DINOSAURS OR EARTH	£24.99
MAGIC SCHOOLBUS - HUMAN BODY	£24.99
MAGIC SCHOOLBUS - SOLAR SYSTEM	£24.99
MAGIC SCHOOLBUS - OCEANS	£24.99
ULTIMATE HAUNTED HOUSE	£24.99

MR WONDERS £20.99
Mr Wonders £22.99
Mr Wonders £27.99

BBC ANIMALS OF FANTASYWOOD	£23.99
BBC ANIMALS OF FANTASYWOOD	£23.99
BBC WALKERS & GROUND	£17.99
BUSY PEOPLE OF HANSTERLAND	£23.99
CASPER'S BRANNY BOOK	£19.99
ENCHANTED PLAYROOM	£16.99
IONA RANGE - MILE'S MATHS HOUSE: MATHS BEGINNING TO READ, MATHS	£13.99
ROAD LETTER LEARN-SAY'S SCIENCE HOUSE, ETC	£13.99
JAN FENKOWSKI'S HAUNTED HOUSE	£22.99
LOST MIND OF DR. BRAIN	£22.99
MADPUZZLE PUZZLE SHOW DELUXE	£22.99
MARTY & THE TROUBLE WITH CHEESE	£22.99
MATHCAD V6 FOR STUDENTS	£23.99
MATHS & THE RIDDLES OF THE MEGALITH	£23.99
OXFORD CHILDREN'S ENCYCLOPAEDIA	£37.99
PASS GCSE MATHS (OR YOUR MONEY BACK!)	£16.99
P.A.W.S.	£19.99
PLAYROOMS	£19.99
PRINT ARTIST V3 (SIERRA)	£17.99
PRINT ARTIST V4 (SIERRA)	£21.99
SESAME STREET RANGE BUY 1 GET 1 FREE!!	£23.99
SIM TOWN	£22.99
STUDYWORKS MATHS/SCIENCE AGES 14+	£27.99
THE FISH WHO COULD WISH	£21.99
THE GREATEST TOYSHOP ON EARTH	£20.99
TRIMMY CLIMBS THE WALL	£18.99
TOONING	£22.99
TUNELAND	£13.99
WIDGET WORKSHOP	£21.99
WINNIE THE WITCH	£22.99

PRINT PAKS

MAGNET KIT - CREATE SUPER-FUN MAGNETS FOR YOUR FRIDGE! YOU CAN MAKE FOUR DIFFERENT MAGNET SHAPES AND CUSTOMISE THEM WITH YOUR OWN DESIGNS OR THOSE FROM THE PRINT PAKS ART LIBRARY. ADD A NAME, MESSAGE, PHOTO OR PERSONAL ART TO MAKE EACH ONE UNIQUE. SUPPORTS HP DESKJET, CANON BUBBLEJET, EPSON STYLUS AND LEXMARK PRINTERS. CONTAINS 12 MAGNETS, TEMPLATES AND PRINTING PAPER. **£17.99**

Window Art Kit - PRINT DESIGNS ON TRANSPARENT PAPER, THEN ATTACH TO CUSTOM FRAMES FOR HANGING IN THE WINDOW. THEY MAKE GREAT GIFTS! CONTAINS ART LIBRARY, TEMPLATES, PAPER, TAPE, HANGING CORDS. **£17.99**

THE 10 OUT OF 10 RANGE is a highly-acclaimed collection of inexpensive packages aligned to the national curriculum which teaches safely through game-based activities designed to stimulate your children and interest them. 10/10 is the UK's leading supplier of software to schools. All CD Rom or 3.5" disk. Choose from Early Essential (3-7 yrs), Junior Essential (8-11), Middle Number (12-16), Maths Algebra (6-16), Maths English (6-16), French (6-16), German (6-16), Essential Science (5-12). **£12.99 EACH**

DTP & GRAPHICS

121.99
35000
£63.99

1000 FONTS	£14.99
ADOBE PHOTOSHOP 3.0	£229.99
ANIMAL CLIP ART	£14.99
CLIP ART COMPENDIUM	£12.99
CLIP ART HEAVEN VOL 2 + BOOK	£21.99
COREL GALLERY	£28.99
COREL DRAW 4 (MANUAL AVAILABLE FROM COREL AT £22)	£29.99
COREL DRAW 5	£159.99
COREL PHOTO CD SERIES	£17.99
COREL PRINTHOUSE WIN '95	£21.99
COREL PRINTHOUSE WIN 3.1	£24.99
GIF GALLERY (1,000S GIF IMAGES)	£5.99
KEY MEGA CLIP ART 15000	£24.99
MASTERCLIPS 35000 PREMIUM IMAGE COLLECTION - 33000 CLIP ART IMAGES, 1000 FONTS & 1000 PHOTOS	£34.99
MASTERCLIPS 101,000 IMAGE COLLECTION	£52.99
MASTER PHOTOS 25,000	£84.99
MS PUBLISHER '97	£21.99
PHOTO GALLERY CHILDREN, WILD ANIMALS, DINOSAURS, INSECTS & BUGS, FLOWERS, CLASSIC CARS	£18.99
SEIRF PAGE PLUS V3	£33.99
SEIRF PAGE PLUS WIN '95	£63.99
TURBOCAD 2D/3D V3	£63.99

SCREENSAVERS

AFTER DARK '95	£16.99
CATZ	£13.99
DOGZ	£13.99
DOOM 2 SCREENSAVER	£15.99
FRACTAL CHAOS	£9.99
PAMELA ANDERSON	£12.99
SUN PAGE 3 CALENDAR & S/SAVER	£17.99
SURVIVAL (WIN '95)	£9.99

UTILITIES

£34.99
£31.99
£39.99
£26.99
£31.99

CLEANSWEEP '95	£31.99
DR SOLOMON'S ANTI-VIRUS WINDOWS	£94.99
D TIME - ACCELERATOR WHICH MAKES YOUR CD ROM DRIVE RUN UP TO 10 TIMES FASTER	£26.99
FIRST AID '95 FOR WINDOWS '95	£26.99
FIRST AID DELUXE FOR WINDOWS '95	£39.99
GAMERUNNER 3	£36.99
HILAK '95	£34.99
HURRICANE RAM DOUBLER	£39.99
MAGNARAM '97	£30.99
NORTON ANTI-VIRUS	£38.99
PC-CLEAN	£31.99
UNINSTALLER 3.5	£31.99
WINDLETT 3.0 INC ANTI-VIRUS	£24.99
WINPROBE 4	£38.99

LANGUAGE

GLOBAL LANGUAGES - LEARN TO SPEAK FRENCH, GERMAN, ITALIAN OR SPANISH THROUGH LISTENING, SPEAKING AND WRITING. THREE LEVELS ON EACH DISK - BEGINNER, INTERMEDIATE AND ADVANCED	ONLY £21.99 EACH
BONNETT, THOMAS & TALK RANGE	£54.99
FRENCH/GERMAN/SPANISH/ITALIAN OR JAPANESE	£54.99
EUROPEAN LANGUAGE LABS FRENCH, GERMAN OR SPANISH. GIVE YOUR CHILD A HEAD START WITH THESE FUN TO USE PACKAGES	£16.99
LANGUAGE ASSISTANT (TRANSLATION) EASILY TRANSLATES DOCUMENTS FROM OR INTO FRENCH, GERMAN, SPANISH OR ITALIAN	£54.99
SYNCHRO 4 - 4-YR FRENCH/GERMAN/SPANISH/JAPANESE	£18.99
SYNCHRO 5 - 5-YR FRENCH/GERMAN/SPANISH	£25.99

COMMUNICATIONS

PACE NETLINK
INTERNET PACKAGES
YOU WOULDN'T HAVE BELIEVED IT WAS THIS SIMPLE!

EXTERNAL FAX/MODEM, NETLINK SOFTWARE, 21 DAYS FREE INTERNET USAGE, AN INTERNET GUIDE BOOK OF WEIRD AND WONDERFUL SITES TO VISIT & FREE TECHNICAL SUPPORT!

14,400 BPS	£99.99
28,800 BPS	£136.99
QUARTERDECK WEB AUTHOR	£38.99
COMPUVERSE STARTER PACK	£24.99

JOYSTICKS & PADS

AQUAPAD - 4 CONVENTIONAL BUTTONS PLUS 2 TURBO	£11.99
CH FLIGHTSTICK PRO JOYSTICK + SHAREWARE OF HERETIC	£49.99
CH THROTTLE PRO	£84.99
CH F-16 FIGHTER STICK	£78.99
CH VIRTUAL PILOT PRO	£77.99
CH PRO PEDAL	£77.99
CH GAME CARD	£25.99
GRAVIS GAMERPAD PRO JOYSTICK	£27.99
GRAVIS GAMERPAD	£19.99
PHANTOM 2 PRO JOYPAD - 6 INDIVIDUALLY SWITCHABLE BUTTONS WITH TURBO AND AUTO-FIRE. 4-BUTTON AND 6-BUTTON MODES	£16.99

SAITEK MEGAPAD XII MX631M
PC FORMAT GOLD AWARD WINNER
6-BUTTON, DIGITAL TO ANALOGUE TECHNOLOGY, TURBO AND AUTO-FIRE
£12.99

SAITEK ACMASTER 18 - 4 MICROSWITCHED FIRE BUTTONS WITH TURBO FIRE, HAT SWITCH, SEPARATE THROTTLE LEVER, PROTECTOR RUBBER-ERASE HANDLE	£29.99
SAITEK MEGAPAD 8 JOYSTICK	£14.99
SAITEK MEGAPAD 8	£9.99
SUPER WARRIOR 5 QS201 JOYSTICK/AUTO-FIRE, 15 PIN	£14.99
WARRIOR 5 QS123 JOYSTICK	£11.50
JOYSTICK SHOOTER CABLE - RUN 2 JOYSTICKS/PADS FROM ONE PORT	£8.99
SPACE MOUSE MAT (CHOICE OF COLOURS/DESIGNS)	£1.99

GRAVIS FIREBIRD - 17 PROGRAMMABLE BUTTONS, THROTTLE, POINT & CLICK SOFTWARE TO CREATE YOUR OWN GAME SETTINGS. COMPATIBLE WITH ALL GAMES.
ONLY £39.99

Microsoft Scorpion Pro & Hellhound ONLY £52.99
Microsoft Scorpion Pro £44.99
Microsoft Scorpion Gambard £29.99

THRUSTMASTER PRODUCTS

THRUSTMASTER T2 STEERING ASSEMBLY (NEW DESIGN)
COMES COMPLETE WITH STEERING WHEEL, WORKING GEARSTICK, PEDALS & PROGRAMMABLE BUTTONS. **RRP £199.99**
OUR PRICE £129.99

SPECIAL OFFER - BUY A T2 STEERING WHEEL & get MICROPROSE FORMULA 1 GRAND PRIX 2 for just **£24.99**. That's almost half the normal RRP!

Maximise performance & responsiveness with a Thrustmaster ACM Game Card... **£28.99**

F-16 FLCS £119.99
FORMULA 1 £119.99
F-16 TQS £119.99

F-16 FLCS JOYSTICK - FEATURES FOUR 4-WAY HATS, 3 BUTTONS, DUAL STAGE TRIGGER & PADDED SWITCH	£119.99
F-16 TQS THROTTLE - TRUE REPLICAS OF F-16 THROTTLE QUADRANT SYSTEM. FEATURES TARGETING CURSOR CONTROL, TWO DUALS, TWO 3-POSITION SWITCHES & 4-WAY RADIO SWITCH	£119.99
FCS II JOYSTICK	£64.99
RCS RUDDER CONTROL	£119.99
THRUSTMASTER MK2 WEAPONS CONTROL	£89.99

UNLIKE MANY OF OUR COMPETITORS, WE ONLY SELL GENUINE UK SUPPORTED THRUSTMASTER PRODUCTS, NOT UN-SUPPORTED US IMPORTS. WE OFFER FULL TECHNICAL BACK-UP AND HAVE A READILY AVAILABLE SUPPLY OF SPARE PARTS.

MAD CATZ STEERING WHEEL

COMES COMPLETE WITH GEARSTICK AND FOOT PEDALS (ALSO HAS BUTTONS ON THE STEERING WHEEL WHICH CAN BE PROGRAMMED AS GEARSHIFT OR BRAKE/ACCELERATOR FUNCTIONS). SUITABLE FOR USE WITH ALMOST ALL DRIVING GAMES, EG GRAND PRIX 2, INDYCAR 2, SCREAMER, DESTRUCTION DERBY, WIPEOUT, NEED FOR SPEED, ETC

£89.99 PLUGS INTO ALL STANDARD JOYPAD PORTS - NO SPECIAL HARDWARE REQUIRED

SPECIAL OFFER II
BUY A MAD CATZ STEERING WHEEL AND GET £5 OFF ANY DRIVING GAME

CD ROM DRIVES

GOLDSTAR EIGHT SPEED £89.99
HITACHI EIGHT SPEED £79.99
ATZTECH TEN SPEED £99.99

SOUNDCARDS

SOUNDBLASTER SB16 PLUS 'n' PLAY 3D STEREO ENHANCEMENT, 20 VOICE OPL3 FM MUSIC SYNTHESIZER, TREBLE, BASS, INPUT/OUTPUT GAIN, ANALOGUE JOYSTICK PORT, 4W AMPLIFIER, CD ROM INTERFACE	£74.99
SOUNDBLASTER SB32 PLUS 'n' PLAY - AS ABOVE PLUS 32 VOICE PLAYBACK, 16 CHANNELS, 128 INSTRUMENTS, 6 DRUM KITS, 512K RAM, 10 CHANNEL STEREO MIXER	£114.99



TROUBLESHOOTER

Loveable, delightful, kittenish, whimsical and adorable, are words which don't spring to mind at this point. Of course, no one is forcing you to write to this miserable git.

Write to PC Zone

If you have a query concerning a role-playing game or adventure, or you have a hot tip or a cheat to share, then write to:

The Boggit
29 Blackthorn Drive
Larkfield, Aylesford
KENT ME20 6NR



**TruePlayer™
Tips**

Telephone

**0171
917
7698**

**Ask for TruePlayer™ Tips
from 2.00pm to 6.00pm
on Wednesdays only**

Just ring this number and ask for all the latest tips, cheats, hacks, cracks, solutions and spoils for all the latest games. This is not an answering machine. This is not a premium line number. A real person on the other end of the line will be happy to oblige you.

READ THIS!

Because our tips line is so busy, and because the man who answers the phone is only a mere mortal, we need you to prove that you have actually bought the magazine and that you're not just a freeloading blagger. To do this, our tips geezer will ask you for a password before you request your tip. This month's password is... "Can I speak to Santa, please?"



THE Boggit's Mailbag

Discworld

Yes, it is another Discworld problem! I have come to a complete halt in this game and I haven't got anywhere in months.

I gather that I must get gold from the barber (using the pickpocket utility) to pay the sleazy guy in the library and get access to 'L' space. The problem is I cannot get anything other than the hair roller. I seem to be at a complete standstill.

Paul Skyrme, Tenby.

Now, why should you think that the barber has any gold? Ask yourself: if you had gold, would you spend your days dyeing old ladies' hair purple and selling rubbers? The money you need comes from finding the dragon's treasure. I've looked at the list of items that you have in your inventory, and from that I have gleamed that you still haven't collected all of the items that the Arch Chancellor requested. For a start, you haven't climbed the tower and collected the dragon's breath using the mirror. You also haven't caught the imp which lives inside the camera in the Alchemist's house. To do that trick, you must put the corn in the flask and wait for it to make popcorn. The imp will hide in a mouse hole outside in the street. You then use the worm (from the tomato stall) attached to the string to catch him.

Quest For Glory II

I have become horrendously stuck in this game. My problem is that I don't know how to pass the Eternal Order of Fighter's Combat Test. I can free myself from the shackles, but can't kill or evade the bloodthirsty swordsman. Please help.

Stephan Want, Solihull.

I'm not sure if there is an actual answer to your question other than you should practise until you can beat him. On the other hand, you could always cheat.

Type in the command 'Suck blue frog'. It should enable a cheat mode in which typing

ALT-H allows you to change your stats, and ALT-I to change your inventory

Here are a couple of other tricks which you will find useful. This trick enables you to get all the money you desire. You'll lose all the money near the end of the game, but spend all you want until then. Visit the Dervish at the desert oasis. Get some of his beard off the tree. Return to Shapier and go to the Magic Shop. Sell the beard to the shopkeeper for money. You can repeat this as many times as you want, without getting more beard.

On the overhead map, hold down the ALT-Right Shift and ~ for about three seconds, and a chest will appear. Each chest contains the items needed to finish that chapter, and an option to heal all characters.

Simon the Sorcerer 2

I'm totally pissed off because this is the third time of trying to write a letter to you without getting any spelling mutak\$, oh shit, here I go again!

Anyway, can you help me? With the aid of your advanced computer technology (aka walkthrough) can you give me some clues for this game? If you do, I'll send you a big fat cash reward of £10,000. (In your dreams!)

Keith Alford, Barming

Yes, well, not being gifted with gypsy blood, I can't really work out what you've done so far so it's difficult to help. So here is a small sequence from the game which might be of use.

I know you've got the rubber gloves from the Bear's Cottage, so here's what you do with them. Go to the Street of Traders and use the second balloon on the railings. Go inside the Pet Shop and wait until the inventor leaves. Try to pick up the turtle. Use the rubber gloves on the turtle. Put the turtle inside the single cage on the right, then push the lever on the left to start the machine. When the machine stops, get the turtle out of one of the cages on the left and put glow worms in that cage. Push the lever to the right and start the machine again. When it's all done the Inventor will give you some really bright glow worms which will enable you to light your way through the sewers.

(Right) Simon the Sorcerer 2 and strange things to do with turtles.



Civilization II

Civilization II comes with a built-in cheat mode, but if you use it it's shown in your final score. However, you can "cheat the cheat mode".

1. Turn on the Cheat Mode 2. Change whatever option you wish 3. Turn off Cheat Mode 4. Save Game 5. Using a Hex Editor, change the contents of byte 20 from 14 to 04 6. Reload game

Crusader - No Remorse

To make this game a lot easier, drop your weapon when it runs out of ammo. Pick the weapon up again and you'll find that it has miraculously been reloaded.

Z

Is this game fast or what? We are talking "Command & Conquer on speed" with this baby. Here are a few tips for putting a large lump of lead in the opposition's pants which may just help slow the bastard down long enough for you to draw breath.

Pre-damage bridges, then wait until an enemy unit starts to cross. One shot will now destroy the bridge and the enemy unit.

Grunts may seem useless, but when you combine them with other units in an attack they will draw enemy fire away from your more powerful troops and give you an edge.

Make sure your units are spread out when you attack. One enemy shell can take out a number of men if they are grouped together.

If you know you are about to lose a factory, cancel the unit being manufactured and select something else, so the enemy doesn't gain from the time spent that you were building something.

New enemy units emerging from factories can be taken out if you target the entrance just before they appear.

An APC loaded with Tough or Pyro troops can be just as effective as a light tank and they are quicker to build.

Two or more groups of snipers are very effective against vehicle drivers and it will leave you a vehicle which can be captured.

Championship Manager 2

I think that playing footie games on a computer is as much fun as virtual reality fishing, but for the couch potatoes out there here are a few hints that will work better than shouting abuse at the referee.



1. When you start a new game choose a national team (eg. England) and type your name as the current real-life manager (eg. Glenn Hoddle) and you'll find that things are a lot easier.

2. If you want a good player for free all you need do is search the free transfer list for an old player (35+) and put him on your short list, then just before the first update at the end of the season make a bid for him. If he retires, you'll get a young player for nothing. Pretty cool, eh?

3. To speed up the game when the team is actually playing, just hit the spacebar.

4. Here are a few good players which you can pick for not much money:
Danny Murphy - Crewe Alexandra
Alberto Garcia Aspe - Nexaca
Neil Lennon - Crewe Alexandra.
(Submitted by Nick Bongers)

Mechwarrior 2: Mercenaries

Stomping around in a metal suit while kicking ass is my idea of heaven, but if you've got legs of tin instead of steel, here's how to put some lead into your pencil.

Enter the following cheat codes while holding down Ctrl+Alt+Shift during gameplay.

superfunkalifragisexy

iseenfireandiseenrain

Toggles invulnerability.
Toggles unlimited ammo.

ooohhhlllaaalllaa

itsdabooomb

inmybeautifulballoon
redjackandtikrules

likethecomstarbaby

ontimeeverytime

crazysexyxool

beholdmyglory
antijolt

flashyflashy

(Submitted by Kevin the Anorak)

These hacks are copyright of Felden Productions 1996. If you try to pass them off as your own to another magazine, we'll get you, we will.

PC Zone and Dennis Publishing take no responsibility for alleged hardware or software damage caused by direct or indirect use of the HackMasters™ hacks and cracks. If the chances of damage were higher than 0.0000001 per cent, then we wouldn't print them. Make sure you follow the instructions and nothing can happen.

ORDER SIGNS

180

© 1996 The 3DO Company. 3DO, Studio 3DO, the 3DO logo, and Neo Browsers are trademarks and/or registered trademarks of the 3DO Company. All other brand or product names are trademarks and/or registered trademarks of their respective holders. All rights reserved.

(Left)Z - aka Command & Conquer on speed. Woah, there it goes again! Didyaseethat?

Coming in January from

<http://www.3do.com>



Azrael's Tear

(Part 2)

SPOILED



Last month we left our hero poised above the secret tunnel which leads from the altar in the Chapel, down into the bowels of the deeper levels where even more dangers lurk.

AT THIS POINT LESSER MEN WOULD have cut their losses and gone home, but the Taskmasters are bold, the Taskmasters are valiant, the Taskmasters are... Yeah, alright, we know what you're thinking - they're stupid.

The Deeper Levels

Walk past the millstone and the ladder to the end of the tunnel where a metal pin lies. Grab the pin. Keep to the sides of the tunnel as the floor is slippery and if you're not careful you'll fall into the Granary below. Return to the ladder and climb into the room above where you can pick up a bag of flour. Use the

(Above) Providing you follow his advice, Geff will lead you safely through some of the final passages of the game, culminating with that long slide down into the gas-filled Light Room.

(Above right) Malik's Lab is not as tricky as it first appears. Simply move the three levers on the machine to activate the zombie monster, get out of the beast's way, and it will do your work for you.

(Below) The Model Room holds the secrets to many of the weird locations in the game. Inspect each model carefully to find its hotspots and activate them all.



pin to get the machinery working, and this will raise the millstone in the passage below into an upright position. Ignore the door out of this room as it leads to a tree maze, which we are going to ignore in this walkthrough. Why ignore it? Because it is populated by scorpions, there is nothing essential in there, and it's a pain in the arse.

Push the millstone into the Granary below and it will kill the monster which lives there. Jump down into the Granary and enter the lift. The lift rises to two locations - the rafters, and the Shield Alcove. Go first to the Shield Alcove and speak with the ghost who can be persuaded to explain the secret of the locked door. (This involves making communion wafers.) Go to the rafters and enter the metal grille on the side wall, which leads into Geff's workshop. Take the book and speak with Geff. There are two other metal grilles leading out of the workshop, take the one which goes to the meat locker. At the back of this room is a dumb waiter which you can use to take you to the kitchen. Inside the oven is a biscuit tray which can be opened to display a set of moulds. Use the flour (or the wax) in three of the moulds. The moulds you need are Tobias, Tallum and Malik. The symbols are fleur-de-lys, cross and spear, and the lion. Close the lid to make the shapes, then take them back to the Shield Alcove. Feed the three wafers into the door to open it. (An alternative solution is to use a master key which is hidden in the Pendulum Passage, but that's another story.) Once inside click

on the statue and you'll receive a key. At this point Geff will appear and tell you the shield has been moved and hidden inside a carcass of beef in the meat locker. (Thanks a lot, mate!) Go and collect the shield.

Return to Geff's workshop, then exit through the other metal grille to the dark tower - or Ziggurat.

The Ziggurat

At the base of the tower is the entrance to the Clock Room, which leads into the Pendulum Passage. If you are a masochist you may start the pendulums moving and investigate the side tunnels to find a key which also opens the Shield3 Alcove, but this is not essential. From the top of the long ramp which leads up to the mid-point of the tower, you can either go inside across the planks to the Cathedral, or up a spiral staircase to a shield plaque. Climb up to the shield plaque and use Shield3. Turn around and move the wall behind you. Take the shield back out of the alcove, then enter the new route to the Orrery. Place Shield3 in the floor to unlock the nearby door to the Model Room.





Model Room

Use the key, which you found in the Shield Alcove, in the keyhole in the wall and this will reveal the models. The models are duplicates of many of the locations to be found in the game. Touch nothing at this point and nip back to the Ziggurat. At the bottom of the spiral staircase, (at the top of the long ramp) enter the tower by crossing the planks and make your way through the tunnel to the ornate wooden door which leads into the Vestry.

Vestry

A large and noisy monster is loose in here, so wait outside the opened door until it passes to the right, then run inside and enter the central Organ Box. Use the control beside the keyboard to release the organ pipes and trap the monster outside. Leave the Organ Box and go round to where the organ pipes are on the floor. Pick up the lever which lies next to them. Walk around the Organ Box and jump through the hole in the floor, down into the Crypt.

The Crypt

By walking to the end of the room, where the carved figure on a sarcophagus stands behind a metal fence, you can find stairs down which lead out of the Crypt. As you follow the passage round, the monster which was trapped in the Vestry above will fall into the Crypt and block your passage back.



(Above) All paths lead to the Orrery Room. You have four shields to find in the Temple's tunnels and each must be brought to this location and inserted in the shield-shaped holes in the floor.

(Above right) Pretty Picture



However, although you don't know it, this has also released a character called Claude from one of the other plain stone coffins which were lying on the Crypt floor. This character is going to save your life later on in the game.

The carved sarcophagus is a puzzle which does not need to be solved to win the game, but to solve it you would need to place objects in the four recesses in the lid. The objects needed are: the master key from the Pendulum

Passage, the sword hilt from the Cobweb's Lair (found in the Tree Maze), the signet ring from the swaddled body in the Poison Gas Room, and the stone dagger from the Perilous Chapel.

The passage leads up to the Vestry. The stairs continue further up to a locked door which needs a key from the Waterwheel Chock Room to open it, but again this is not essential.

Return via the Vestry and the Ziggurat tower to the Model Room.

WARNING SIGNS



Casualties

(Below) The Pendulum Passage in the Clock Tower can be a painful and frustrating experience. Unless you are looking for trouble, visiting this area is not worth a candle.

© 1996 The 3DO Company. 3DO, Studio 3DO, the 3DO logo, and Nitro Racers are trademarks and/or registered trademarks of the 3DO Company. All other brand or product names are trademarks and/or registered trademarks of their respective holders. All rights reserved.

Coming in January from

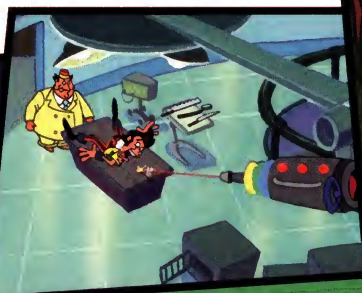
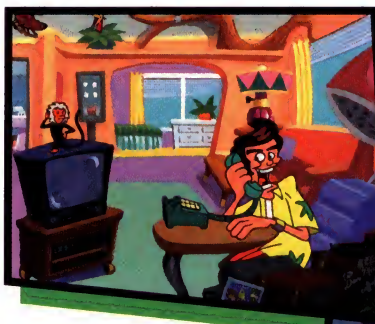
<http://www.3do.com>



www.7thlevel.com
7th LEVEL.
SITES
compuserve, MSN & AOL: GO SEVENTH

ACE VENTURA™

Don't be a
100-000-000-ser!



WINDOWS® 3.1
WINDOWS 95
CD-ROM

Danger!

Babes! Butt yodeling! It's all in a day's work

ACE VENTURA: THE CD-ROM GAME is a joint venture between 7th Level, Inc. and Morgan Creek Productions, Inc.™ and © 1996 Morgan Creek Productions, Inc. ACE VENTURA, ACE VENTURA PET DETECTIVE and Characters and Catch Phrases are trademarks of Morgan Creek Productions, Inc. All rights reserved. 7th Level, Inc., Richardson, Texas 75081



Model Room, Again

The various models are copies of the larger areas in the game, and each has a number of hotspots which can be activated. Whatever happens to the models, also happens to its full-sized counterpart. A number of the models are flooded by water when you push their buttons, and this in turn drowns some characters who would have given you trouble. In the Vestry model make sure you action the door in the central Organ Box. In the Waterwheel model there is also a vital door which must be actioned. At this point we'll mention that the scary monster from the Dock is on the loose again in all of these watery rooms, but that shouldn't really concern you. However, if you should stray from the path we are suggesting, it's useful to know that ink, *aqua fortis*, or the Oisin amulet can kick ten bells of hell out of it.

Return to the Organ Box in the Vestry and enter the small side room which is now open. Use the brass lever on the small lever in the floor to join them together. Go down the nearby steps and find the Waterwheel Room. Use the lever to stop the Waterwheel, then return to the lever upstairs to pull it. Go back to the Waterwheel and start it moving again. Go upstairs again and you should see that the two cogs on the wall are turning each other.

Open the box on the nearby table and take the amulet and the scroll. The

(Above) The Tree Maze is a labyrinth of leaves and scorpion-infested branches which is best avoided as there is nothing essential to the game which can be found here.

(Above right) One sure way of protecting yourself from marauding dinosaurs in a Cathedral Vestry is to drop a load of organ pipes on their heads. It's best to get the vicar's approval first, though, as messing about with someone else's organ can lead to trouble.



amulet contains a key. There is also a secret compartment which contains a brooch, used to open the ornamental gate at the top of the Crypt staircase - but it's not necessary to go there.

Go to the main altar and find that a tunnel has been revealed.

Theo Nest

Keep away from the sleeping monster and raise the gate at the far side, but before you venture under the gate make sure you secure it with the nearby lever.

Pick up Shield4 and prepare for a meeting with Colin.

Decision Point

When you enter the room the rock face will speak and tell you to follow its instructions. Ignore the voice and head to the doorway through which you can see the figure of Geff. Speak with Geff and agree to what he says. Follow Geff to the top of a long chute which leads down to the Light Room. In the Light Room you must quickly find the dim

HAND SIGNALS

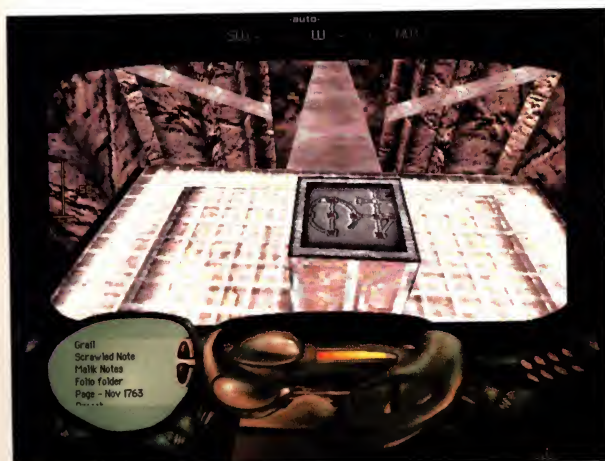


I believe you are driving badly.



I believe you have the genitals of a small rodent.

© 1996 The 3DO Company. 3DO, Studio 3DO, the 3DO logos, and Nine Rooms are trademarks and/or registered trademarks of the 3DO Company. All other brand or product names are trademarks and/or registered trademarks of their respective holders. All rights reserved.



Coming in January from

<http://www.3do.com>





shape of the door and click on it until it opens. To avoid being killed by the gas, head up the stairs, don't go down.

Malik's Laboratory

There are three switches in the middle of the room. A side passage lined with scorpions' tails leads to a book. A stationary monster stands beside the three levered device – and the exit door is locked. This is another fine mess you've got us into!

Ignore the scorpion passage, for there is no way through there. Move the three levers in the correct sequence and the monster will awaken and run around the room. Providing you keep out of the monster's way, it will eventually open the locked door and disappear. If you now move down the side access where the monster was standing, you will find a back way to the book at the end of the scorpion passage.

Model Room – For The Last Time

Exit from the lab and climb the tower steps to re-enter the Model Room. Use the Shield4 in the wall recess, opposite to where you inserted the key. Retrieve the fourth shield and make your way to the Orrery.

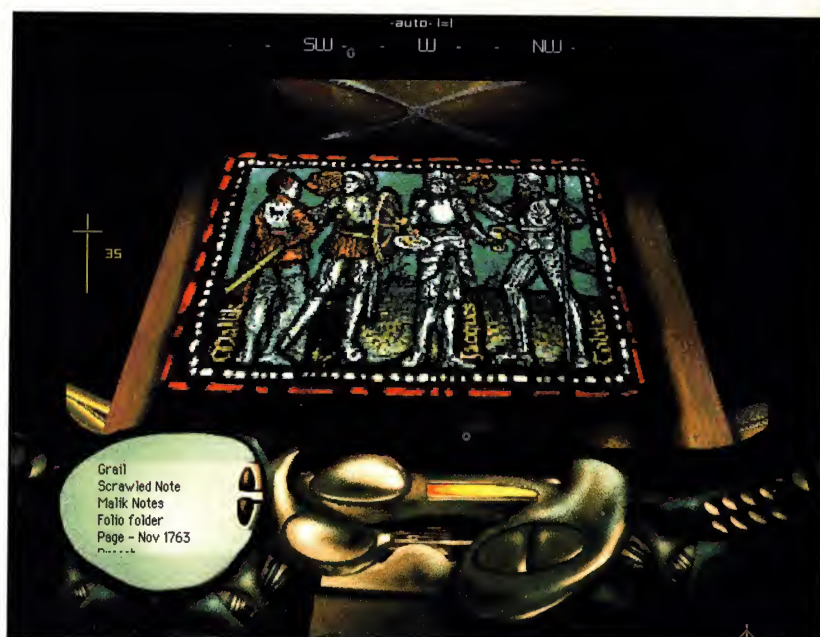
Almost There

Place the fourth shield in the correct hole in the floor of the Orrery Room and a pressure pad is revealed. Stand on the pad to open a pit which leads down to the Perilous Chapel. The pit is lined with struts, and there are sharp spears at the bottom to kill you should you fall onto them. On one of the struts you'll find the stone dagger which is used in



(Above) The altar in the Vestry covers the entrance to a secret tunnel. You'll first need to solve the riddle of the Waterwheel which is hidden below the Organ to get the altar moving.

(Above right) The Gay Pride march, in the year 1475...



the sarcophagus puzzle. Once safely down, jump heedlessly into the central hole in the floor.

The Grail Sanctum

Your arrival in the Sanctum will be a painful one, and you will certainly die of your wounds. However, "little grasshopper", you have come too far now to fail. By the power of the Grail you are restored to life and given one last chance. Walk to the middle of the room and pick up the Grail. Look at the surface on which the Grail was resting, and this will show you the path to freedom. Understanding the diagram is not as easy as it would seem, so the sneakier ones amongst us can simply follow the more tried and tested method of game saving and reloading. Each time you make a wrong move the roof will lower, so it's easy to map your way safely to the outer ring of the room. Walk round to the southern end of the ring and look up. In the roof you will

see a hatch which is the way out. Simply walk forward to the point where the hatch is directly overhead and the roof will fall down around you.

A trip up in the lift will return you to the Tower where you must find your way back to the Vestry. Open the door to the left of the altar which is decorated with shields and enter the passage.

Fight Room

At this point you're going to be glad that you released Claude from the Crypt because he will appear from a side passage and kill Tallum. Walk out across the top of the maze-like structure.

Finale

If you have been following Geff's advice he will appear and lead you forward to the final door. At the last moment Geff will be killed before he can see the outside world, but by using the Grail on the door, you can break free from the temple and re-enter the outside world. **Z**

(Left) Poor old Geff never does get to see the outside world again. Sadly, he is destined to end up as a pile of ash on the floor of the final passage. On the other hand, his noble sacrifice enables you to escape, which makes his loss a lot easier to bear.

(Right) The final door is opened and the ladder beyond leads up to freedom, fame and fortune. Once again, you have punished the wrongdoers and saved the world from death and destruction. This hero lark just gets easier and easier, doesn't it?



NEWSFLASH! ... GP500 GETS POLE POSITION IN YOUR RACING SIMS!

Most people would love to drive a real Formula 1 racing car. You've experienced the thrill of the Microprose GP2 and Indy Car and you're raring to go ... but you can't forget your "steering wheel" - this is a joystick and fire button a throttle! There is no need to pretend anymore!

GP500 is a professional quality steering wheel and pedal control set for your PC. Exclusively developed in Britain, the steering wheel is a REAL Mountney 10" race wheel with F1 style paddle gear levers. As you storm around the track, multicolour LEDs show your gear changes alongside the two "future feature" push buttons. The pedals have a progressive accelerator and brakes that feel "right".



GP500* is made from tough and durable precision coated steel. Each unit is made individually to the highest possible quality. You can purchase additional features to give the feeling of movement and speed such as the Turbo Blower and VMS unit. For the ultimate touch, it will fit into an ACTUAL F1 race car bodyshell.

Simple set up, attention to detail, special quick release steering mount with no desk clamps needed, means the GP500 effectively converts your home/office into the cockpit of a Formula One racing car. It works with all games ... if you have a need for speed, it costs **£249.95 + postage £6.63.**

*GP500 is also known as F1 Sim

For all your Flight Simulation needs. Be informed, get your mailorder newsletter. Send a stamped addressed envelope or call for more information ... Take off into the Future ...

SEE US AT THE COMPUTER FLIGHT SIMULATION SHOW 96

on November 9th at the National Motorcycle Museum in Birmingham

RC SIMULATIONS

THE HANGARS, BRISTOL AIRPORT, LULSGATE, BRISTOL, BS19 3EP

Tel: 01275 474550 or Fax: 01275 474855 www.netlink.co.uk/users/rc



PO Box 4, Wolverhampton WV1 1XB, Tel 01902 27653: Fax 01902 820177

No Hidden Charges, All prices include VAT & 1st Class Postage, in the UK. Open 9-5, 6 days a week. Most orders despatched within 24 Hrs, if your product is out of stock we'll always notify you. Next day post Guarantee £4

Cheques payable to Game Express, Send your orders with details of Name, Game, machine and chq guarantee number. EC orders add £2 p&p, the rest of the world £2 per item, please phone for availability. E&OE.



3.5	CD	3.5	CD	3.5	CD	3.5	CD	3.5	CD
1942 Pacific Air	EN/A £12.99	Cyberia	EN/A £12.99	Hardline	EN/A £29.99	Outpost	EN/A £9.99	Star Trek Generations	EN/A £34.99
1944 Across Rhine	EN/A £12.99	Cyberstorm Win95	EN/A £29.99	Harvester	EN/A £29.99	Overload	EN/A £9.99	Star Trek Klingon	EN/A £16.99
11th Hour	EN/A £14.99	Dagger	EN/A £29.99	Heart of Darkness	EN/A £30.99	Pandora Directive	EN/A £35.99	Star Trek T.N.G.	EN/A £24.99
200 Ages Games	EN/A £6.99	Dark Forces	EN/A £14.99	Heretic	EN/A £24.99	Panzer Dragon	EN/A £28.99	Steel Panther	EN/A £29.99
300 Games Windows	EN/A £6.99	Dawn Darkness	EN/A £29.99	Hind	EN/A £16.99	Perfect General 1 & 2	EN/A £12.99	Steel Panther 2	EN/A £29.99
3D Lemmings	EN/A £12.99	Dawn Patrol	EN/A £14.99	Hole 1 & Hell & Starball	EN/A £29.99	PGA Gold	EN/A £34.99	Steel Panther Mission	EN/A CALL
3D Ultra Pinball 2	EN/A £22.99	Day of the Tentacle	EN/A £29.99	Humans 3 & Brutal & Rd War	EN/A £12.99	Pirates Gold	EN/A £12.99	Streetracer	EN/A £27.99
Acta Soccer OEM	EN/A £6.99	Daytona USA	EN/A £27.99	Hunter Hunted Win95	EN/A £24.99	Player Manager 2 Extra	EN/A £24.99	Super EF2000	EN/A CALL
AD & D Blood Magic	EN/A £34.99	Deadlock	EN/A £29.99	In First Degree	EN/A £29.99	Police Quest SWAT OEM	EN/A £16.99	SWTV 3D	EN/A £29.99
AD & D Master Collection	EN/A £29.99	Descent	EN/A £22.99	Indy Car Racing	EN/A £16.99	Prey for Death	EN/A £24.99	Syndicate	EN/A £12.99
Ravenloft 1 & 2, Darksun 1 & 2, Menzo & Al-Qadim	EN/A £29.99	Descent 2	EN/A £22.99	Indy Jones Fate of Atlantis	EN/A £12.99	Pro Pinball Web	EN/A £29.99	Syndicate Wars	EN/A £29.99
Age of Rifles	EN/A £29.99	Descent 2	EN/A £22.99	Interplay Classic Collection	EN/A £24.99	Quake	EN/A £12.99	System Shock	EN/A £18.99
Airport Longbow	EN/A £9.99	Diablo	EN/A £29.99	Iron Angel	EN/A £32.99	Quarantine & 2 Games	EN/A £12.99	Tactcom	EN/A £31.99
Aladdin Win95	EN/A £19.99	Diablo	EN/A £29.99	Jazz Jack Rabbit	EN/A £14.99	Railroad Tycoon	EN/A £6.99	Tactcom + EF2000	EN/A £31.99
Alien Trilogy	EN/A £29.99	Doom	EN/A £29.99	Johnny Bazzokatonie OEM	EN/A £4.99	Railroad Tycoon Dix	EN/A £12.99	Team F1	EN/A £29.99
Alone in the Dark	EN/A £12.99	Doom Final	EN/A £22.99	Kingdom O Magic	EN/A £29.99	Rally	EN/A £12.99	Tempest 2000	EN/A CALL
Anok	EN/A £29.99	Dreadnought	EN/A £31.99	Kings Quest 1-6	EN/A £29.99	Rapid	EN/A £27.99	Terminator Velocity	EN/A £12.99
Apache Longbow	EN/A £29.99	Dregs	EN/A £29.99	Land Lore 2	EN/A £12.99	Rayman	EN/A £29.99	Terminator Skynet	EN/A £30.99
Area 51	EN/A £29.99	Drowned God	EN/A £9.99	Last Blitzkrieg	EN/A £12.99	Real Barron	EN/A £9.99	Terranova	EN/A £30.99
Armoured Fist 2	EN/A £29.99	Duke 3D Nuke it	EN/A £19.99	Last Dynasties	EN/A £29.99	Realms of Haunted	EN/A £29.99	TFX	EN/A £12.99
Assassin 2015	EN/A £9.99	Duke Nukem 3D	EN/A £23.99	Leisure Suit Larry Col. 1-6	EN/A £26.99	Realms of Haunted	EN/A £29.99	The Dig	EN/A £30.99
Auti 2000 Pack Vol 2	EN/A £9.99	Duke Nukem 3D	EN/A £23.99	Leisure Suit Larry 5 or 6	EN/A £9.99	Rebels Assault	EN/A £12.99	Theme Park	EN/A £12.99
ATF Auto Fighters	EN/A £18.99	Earthworm Jim 1 & 2	EN/A £21.99	Lemmings 2	EN/A £9.99	Rebel Assault	EN/A £12.99	Thunderhawk 2	EN/A £12.99
Arachnoid	EN/A £29.99	Earthworm Jim 1 & 2	EN/A £21.99	Lights Out	EN/A £29.99	Renegade R.J. Star	EN/A £29.99	Tie Fighter X-Wing	EN/A £12.99
B.G. Waterloo	EN/A £29.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Rebirth of the Star	EN/A £29.99	Tie Fighter vs X-Wing	EN/A CALL
B.G. Shiloh	EN/A £21.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Rebirth of the Star	EN/A £29.99	Till	EN/A £30.99
Baldric	EN/A £29.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Ripper	EN/A £12.99	Time Commando	EN/A £30.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Rise Triad	EN/A £34.99	Tonstruck	EN/A £29.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Robotron X	EN/A £29.99	Torins Passage	EN/A £9.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Sam & Max	EN/A £29.99	Transport Tycoon + Wild Edit	EN/A £19.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Trash It	EN/A £29.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Trophy Bass	EN/A £27.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Tunnel B1	EN/A £12.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	UFO	EN/A £12.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Ultimate Doom	EN/A £24.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Ultimate Soccer Man 2	EN/A £26.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Under Killing Moon	EN/A £12.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	US Navy Fighters	EN/A £12.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	US Navy Fighter 97	EN/A £34.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Viking Conquest	EN/A £29.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Virus Fighter	EN/A £29.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Wacky Wheels	EN/A £9.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Wallace & Gromit	EN/A £18.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	War Wind	EN/A £29.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Warcraft 1	EN/A £12.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Warcraft 2	EN/A £29.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Warcraft 2 BTD	EN/A £17.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Wing C-2 & H-60	EN/A £12.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Wipe Out	EN/A £12.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Wipe Out 2097	EN/A £31.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Witchaven 2	EN/A £9.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Worms	EN/A £23.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Worms Combi Pack	EN/A £29.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Wrestle Mania	EN/A £12.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	X-Comm Apocalypse	EN/A CALL
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	X-Comm Compilation	EN/A £27.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	X-Men	EN/A £25.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	X-Wing CD	EN/A £14.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	X-S	EN/A £27.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Z	EN/A £29.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Zork	EN/A £18.99
Battle at Antara Win95	EN/A £9.99	Earthworm Jim 1 & 2	EN/A £21.99	Lord of Rings OEM	EN/A £16.99	Scorcher	EN/A £29.99	Zork Nemesis	EN/A £33.99



BUYERS' GUIDE

Subdivided by genre

Welcome to the PC Zone Buyers' Guide. Over the next few pages you'll find every game we've reviewed over the last 12 months, as well as those we feel should go down in gaming history as Classics.

ACTION

ABSOLUTE ZERO 70

Domark, £39.99

Sub-standard *Wing Commander* clone which needs loads of HD space.

R36 PD36

ASSAULT RIGS 78

Psygnosis, £34.99

PSX-converted platform game in a tank. With network options.

R39

BATTLE ARENA TOSHINDEN 83

FunSoft, £34.99

Pretty good PlayStation conversion of a good-looking beat 'em up which runs well without a 3D accelerator card. The gameplay itself is a bit too fireball-orientated, but if you must have it...

R40 PD37

BUBBLE BOBBLE 80

Acclaim/Taito, £29.95

The retro mania continues apace with this re-release of *Bubble Bobble* and *Rainbow Islands*. Arcade perfect, with cute music and lots of cakes..

R45

CANNON FODDER 90

Virgin Interactive, £24.99

Great fun, this one. Action-orientated forerunner to the likes of *Command & Conquer* and *Z*.

R44 PD13, 28 T18, 37

CAPTAIN QUASAR 73

The 3DO Company, £39.95

Incredibly repetitive, isometric viewed shoot 'em up that was popular on the 3DO.

R45

CHAOS ENGINE 80

Renegade, £32.99

Multi-directional scrolling, top-down, manic shoot 'em up action.

R20 T21

CRUSADER 91

Origin/Electronic Arts, £49.99

Action, adventure, problem-solving, strategy and people getting their heads blown off all rolled into one in this isometric-viewed, futuristic shoot 'em up.

R33 T38, 39

CYBERBYKES 10

Gametek, £24.99

One of the games which helped build the reputation Gametek now enjoy.

R31

CYBERIA 2 80

Interplay, £44.95

If you liked the first game, you'll like this. Your quest (just for a change) is to save the world via the usual mix of arcade shooty bits and crap 'adventure' bits.

R41

DARK FORCES 95

LucasArts/Virgin, £54.99

Wonderfully atmospheric *Doom*-isation of *Star Wars* that many people preferred to *Doom* itself. Great graphics, tricky puzzles, true 3D levels and stirring tunes and you get to shoot the heads off of Imperial Stormtroopers.

R24 PD25, 29 T27

DESCENT 2 90

Interplay, £39.99

Hardened Descenders will find enough to test them, but there's a learning curve for newcomers too. New weapons, monsters and great sound effects, plus 'Capture the Flag' team games. Great stuff.

R37 PD37 T41

DESERT STRIKE 78

Gremlin, £34.99

Ropey conversion of Megadrive's strategic helicopter shoot 'em up.

R20 T40



DOOM 96

ID Software, £29.99

Surely we don't need to tell you about this one. If you're still after levels for it though, we had 130 on Issue 17's cover disk, 500+ on Issue 21's, and about the same on Issue 25's. And it's free on Issue 28's. See also *Ultimate Doom*, below.

R13, PD28, LE15 T12, 19

DUKE NUKEM 3D 93

US Gold, £44.99

A *Doom*-clone that actually manages to be more inventive and entertaining than the original. Full registered version has some cool new weapons and nastier enemies, a level designer, and the facility to convert *Doom*-WADs into *Duke* maps. It's funny, too.

R40 PD41 T38, 39 42

C

= Classic

R

= Recommended

P

= Pants

R = reviewed (issue number)

PD = playable demo on cover (Issue number)

RD = rolling demo on cover disk (Issue number)

LE = level editor

T = tips or solution (Issue number)

EXTREME GAMES 70

Psygnosis, £29.99

PSX-converted trendy-sports combat racing game that plods even on a P133.

R37

FADE TO BLACK 94

Electronic Arts, £44.99

The follow-up to *Flashback* - outstanding graphics, fancy spinny-aroundy polygon bits, and a level of difficulty that's up there with licking your own anus. Has all the elements of the original.

R31

FINAL DOOM 62

GT Interactive, £44.95

Last attempt to wring yet more money from any suckers who haven't heard of *Duke Nukem 3D* or *Quake*. The levels are quite good, it sports hi-res and Internet play, and it runs under Windows 95.

R42

FIRESTORM: THUNDERHAWK 2 60

Core Design, £39.99

Below-par helicopter shoot 'em up with pop-up mountains.

R36

FLASHBACK 89

US Gold, £9.99

Beautifully animated platform game with the nightmarishly hard foes and treacherous traps that will do to your tads what a Spanish chef does for a bull's. Varied locations including a killing gameshow but the game isn't easy and the complicated controls only work well with a gamepad.

R6 T7

FX FIGHTERS 93

Philips, £39.99

One of the best 3D beat 'em ups on the PC. Loads of moves, atmospheric graphics and fighters ranging from snappy-limbed insects through pneumatic-breasted women/cat hybrids (Michele Pfeiffer take note) to giant turd monsters. Cool.

R29 PD30 T31, 32

HERETIC 78

ID/Raven, £39.99

Doom in tights.

R25 PD24 T26



HEXEN 94

ID, £39.99

One stage up from *Doom* in terms of gameplay, it's essentially a simplified RPG with a less linear approach and an improved game engine that lets you look up and down. Great-looking, extremely involving, with an eight-player deathmatch facility.

R33 (booklet)

THE NIVE 78

Funsoft UK, £39.99

Pre-rendered shoot 'em up. *Rebel Assault*

without the good bits.

R35 PD35

IMPERIAL PURSUIT 80

LucasArts, £19.99

X-Wing add-on: long, involving, 'story-driven' tour of duty.

R7 T8

INFERNO 88

Ocean, £44.99

Slick space combat thingy that branches out into sub-aqua combat thingy and even planet surface hovery combat thingy. Cut-scenes, reasonable graphics, fine explosions, booming SFX and pilot aids galore.

R20 PD25

JUNGLE STRIKE 79

Gremlin, £39.99

Follow up to *Desert Strike*, with more trees.

R26 PD25

KLIK 'N' PLAY 88

Europress, £39.99

It's not a game as such, but a game designer for Windows that lets you make the sort of sick, unpleasant action fests that you've always wanted. Neat, intuitive and fun.

R22

KRAZY IVAN 77

Psygnosis, £39.99

First-person viewed robot-based shoot 'em up with limited views and a fiddly control system.

R45

MAGIC CARPET 96

Electronic Arts, £44.99

Very good mana-based shoot 'em up that's very hard and gets a bit repetitive after a while, but looks fantastic.

R21 PD22 T26, 39



MAGIC CARPET 2 92

Electronic Arts, £44.99

Improved version of the first game with new monsters and scary night-time bits. Also comes with a good on-line help mode, and it's a little easier than the original.

R32 PD31 T42

MAGIC CARPET: HIDDEN WORLDS 80

Bullfrog, £19.99

Add-on levels for *Magic Carpet*, but beware: it's utterly, stupidly, nut-crushingly hard.

R27

MECHWARRIOR 2 88

Activision, £49.99

Rarely has stomping around the countryside in a 70-foot armour-plated monster robot, blowing the shit out of anything you take a dislike to and generally running amok been so rewarding, so spiritual, so... healing.

R32 PD32 T34, 36, 41

R MECHWARRIOR 2: MERCENARIES 88 Activision, £44.99

MechWarrior gets a graphical tweak in the form of a bit of texture mapping and proper terrain on some, but not all, levels. And it gets a gameplay tweak by having everything you do (or don't do) be motivated by financial gain rather than all that tedious clan nonsense. Other than that, it's business as usual.

R4.5

R METALTECH: EARTHSIEGE 87 Sierra, £39.99

More stomping about in gigantic descendants of vacuum cleaners, except the landscape's totally flat and the opponents rather too hard in the campaign mode.

R2.5 PD3

C METALTECH: EARTHSIEGE 2 90 Sierra, £44.99

Equally hard campaign mode, but here the graphics are excellent, the terrain varied and the sound effects stepped up. Which makes it just about the best giant robot game around. Windows 95 only.

R38 PD59

C MORTAL KOMBAT 3 90 GT Interactive, £44.99

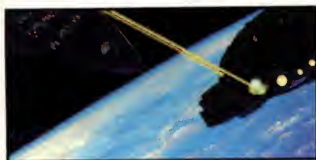
The latest version of the much-hyped 'gore-fest', complete with ludicrous cartoon-style blood spatters, fatality, babe-ality and 'friendship' finishing moves if you can work out the multiple button presses. An excellent two-dimensional beat 'em up. Gedditthere.

R33 PD33

R THE MUPPET CD-ROM 87 Starwave/Ocean, £39.99

Hilarious outing featuring all your favourite sock-based characters in seven average(ish) arcade/puzzle games which sparkles with Muppet humour. Superb intro sequence.

R41 PD40



C NIHILIST 91 Philips, £39.99

Good-looking shoot 'em up that's basically a first-person viewed Asteroids. Loads of variety, with mayhem, retro wire-frame and bizarre pool table levels, and even a bonus sub-game of Asteroids itself. Add to this a wide range of network options, a PWEI/Dog Eat Dog soundtrack and an in-game option to play your own CDs, and you have a minor corker.

R4.3

R PRAY FOR DEATH 70 Virgin Interactive, £44.95

Sub-standard beat 'em up. Pray for something else instead.

R4.1

R PRIMAL RAGE 82 Time Warner Interactive, £39.99

Dinosaur-based beat 'em up in the sideways-on viewed Streetfighter mould (except you get to use your teeth a bit more). Good graphics, good gameplay: Jurassic Park for psychopaths.

R32 PD41

R PRINCE OF PERSIA 2 89 Broderbund, £12.99

Nice-looking platform game with pointy shoes and pyjamas.

R5 T6

R PRIVATEER 75 Origin, £11.99

Wing Commander-style dogfighting, Elite-style trading.

R9 T10



C PRIVATEER 2: THE DARKENING 94 Electronic Arts, £39.99

The follow-up to Privateer finally gets some decent, fast and furious interstellar combat à la X-Wing. It also gets greatly improved graphics. Add top stars, five million bucks' worth of studio-based acting and an engrossing plot well told and you have the best space combat game ever.

R4.5

C PRO PINBALL: THE WEB 90 Empire Interactive, £34.99

Extremely realistic and gorgeous-looking game with a stonking soundtrack. There's only one table, but it's feature-packed you can even nudge it from each side and the bottom. The best pinball experience you can get, short of buying a real Williams table.

R3.5 PD3.5

C QUAKE 96 id Software/GT Interactive, £39.99

Quake?... Quake... Nope, it's gone. I can't really remember what this somewhat obscure little number's all about. But apparently it's quite good.

R4.3 T4.3

R RAYMAN 76 Ubisoft, £39.99

Irritating, unoriginal PSX-converted platform game.

R36

C REBEL ASSAULT 2 90 LucasArts/VIE, £49.99

Gorgeous graphics, good solid gameplay and 'real' live action footage combine to make another thoroughly enjoyable, pre-rendered shoot 'em up experience for Star Wars fans. It even has a corker of a storyline.

R3.5 PD17, 29, 37

R RESURRECTION: RISE 2 73 Acclaim/Mirage, £44.99

Nicks some ideas from other beat 'em ups and again looks nice, but still falls short.

R37

R RISE OF THE TRIAD 82 US Gold, £9.99

One of the better Doom-alikes, but nowadays that's a bit like being one of the better Pong machine-alikes.

R26 PD26 T26

R ROAD RASH 95 84 Electronic Arts, £34.99

The motorbike-based beat 'em up finally makes it to the PC in Win95 form and turns out to be surprisingly good. It's hardly original in concept, but it's well put together and a good laugh. And it's got a link-up mode to bludgeon your friends.

R4.5

R ROAD WARRIOR 61 Gametek, £39.99

Crappy sequel to Quarantine that's no better than the original.

R33

R ROBOTRON X 80 GT Interactive, £39.95

It's Robotron X, Jim - but not as we know it. Better graphics, swirly camerawork, but exactly the same gameplay. Run about, shooting wildly at thousands and thousands of robots in an enclosed, claustrophobic arena. Then do it again. And again. And again. A good modernisation of a classic game - but dashed repetitive.

R4.5

R SCORCHED PLANET 82 Virgin, £44.99

First-person viewed shoot 'em up that has you piloting a morphable hovey jet-cum-tank thing through eight levels, subdivided into three stages each. Intuitive controls, lightning-fast gameplay (in 10-res) and nasty enemies combine to make it one of the more action-packed and enjoyable blasters around.

R4.5

R SLIPSTREAM 5000 88 Gremlin Interactive, £9.99 (Budget)

Hovey racing game that's rather like the much-hyped Wipeout except it runs at a good speed, is very playable with PC controllers, and costs a whole heap less.

R27 T3.5

S.T.O.R.M. 70 Electronic Arts, £39.99

Scramble-lookalike that's pretty but much too hard.

R77

R STRIFE 70 Velocity/3DO, £39.99

You can talk to people in it. And it uses the old Doom engi zzzzz.

R4.3

R SWIV 3D 85 (R) SCI, £39.99

The Amiga, SNES and MegaDrive classic gets a three-dimensional upgrade à la Magic Carpet, and a Desert Strike on amphetamines approach. It's very fast, and very hard, even with power-ups that enhance your weapons to the point where you'd worry about the safety of the planet if you had any conscience at all. Luckily, you don't.

R4.5

R TEMPEST 2000 85 Atari, £29.99

A 15-year-old Atari game gets a techno

soundtrack and suddenly words like 'arcade classic' are being bandied around the office.

R37

R TERMINAL VELOCITY 80 US Gold, £12.99

The first of Apogee's 3D Realms games. Fly about in an anti-gravity sort of way, shooting everything in sight on the Magic Carpet-like levels; find the exit tunnel, warp to the next level; continue until bored.

R30 PD31 T29, 30

R TERMINATOR: FUTURE SHOCK 85 VIE, £39.99

Shoot 'em up based on the first Terminator film with full freedom of movement in a true 3D world. Look up and down (or die), drive cars, blow the shit out of terminators, robots and flying ships and get lost in the enormous war-torn levels.

R35 PD3.5 T4.0

C TERRA NOVA 90 Virgin, £39.99

Stomping-about-in-robot-suits, shooting-the-crap-out-of-stuff game from the people behind System Shock. In fact, the game plays like System Shock Outdoors. Complex controls and less than stunning sound effects and graphics, but it's enjoyable nonetheless.

R39 PD38

R TIME COMMANDO 86 Electronic Arts, £44.99

Classy-looking computer-rendered beat/hack/stab/shoot 'em up with nice backgrounds and lots of walking-about bits in which you get whisked to different eras in time to find something that may or may not be some kind of weird computer virus thing. We may never know. But you're dying to find out, aren't you?

R4.2





C **TIE FIGHTER 94** Virgin Interactive, £49.99

Follow-up to *X-Wing* stuffed with loads of new features and more importantly, the chance to succumb to the Dark Side, dress up in some really cool plastic uniforms and shoot the nuts off that arsehole Luke Skywalker. If that's not overstating things.

R18 PD29 T19, 20 21

TIE FIGHTER: DEFENDER OF THE EMPIRE 73 LucasArts, £19.99

Two new missions and a missile gunboat.

R24

R **TILT 80** Virgin Interactive, £34.99

Another of the thousands of pinball games available to people with itchy flipper fingers and no loose change. There are six tables to choose from, and a variety of ways to view them, but it doesn't have the depth of gameplay provided by *Pro Pinball: The Web*.

R34 PD34

C **TOMB RAIDER 95** Core Design, £44.95

A Prince of Persia-style platform game with a superb 3D engine that has something for everyone: the aforementioned platform action, tricky puzzles, scary things attacking you and a good storyline. There are also shitloads of animals to shoot for Royal readers, prodigious feats of leaping about for gymnastics fans, and underwater sections for Patrick Duffy fans. And the main character's a chick with large triangular gazongas.

R45

TOMCAT ALLEY 34 Sega, £29.99

Fighter jets in FMV land repetitive shite. Another hit for Sega's new PC team.

R37

TOTAL MANIA 68 Eidos Interactive/Domark, £39.99

X-COM/*Crusader* hybrid that looks nice but will bore your arse off.

R41 PD41

C **ULTIMATE DOOM 90** GT Interactive, £29.99

Doom with an extra episode. Buy Issue 30 and get it for free.

R29 Free upgrade pack 30 T40

R **VIRTUA FIGHTER REMIX 89** Sega/Datatronix, £varies bundled with Diamond Edge graphics card

Sega's arcade hit comes to your PC, thanks to the wonders of the bundled 3D graphics accelerator card, giving you superb visuals with excellent detail on the fighter sprites. But it doesn't quite match *Streetfighter 2 Turbo* or *Mortal Kombat 3* in the playability stakes.

R35

VIRTUA FIGHTER PC 79 Sega PC, £29.99

Same game, but doesn't need the accelerator card and markedly slower as a result.

R42 PD41

C **WILLIAMS ARCADE CLASSICS 90** GT Interactive, £29.99

If you really want to use your million-dollar multimedia Pentium to play conversions of prehistoric arcade games that have all the graphical sophistication of a drawing by Stevie Wonder, then this is probably the compilation for you. Arcade-perfect versions of *Defender*, *Robotron 2084*, *Star Gate Defender 2*, *Joust*, *Bubbles* and *Sinistar*.

R34 PD Any shareware distributor

WING COMMANDER III 62

Electronic Arts, £59.99

Four million dollars' worth of film, linked by the same old crappy space combat.

R23 RD24

R **WING COMMANDER IV 85** Origin/Electronic Arts, £44.95

The filmed sequences with real sets and proper actors cost over \$8m to make, and it shows. A genuinely absorbing plot with a strong storyline provides the most complete cinematic gaming experience to date. Sadly, the gameplay bit is less impressive and nor it advanced since the last version. You'll also need a seriously meaty PC to run it.

R35

R **WITCHAVEN 88** US Gold, £29.99

Doom-style hack 'em up. No firing spells from a safe distance here; it's hand-to-hand combat all the way. Midway between *Heretic* and *Ultima Underworld* (but better than *Heretic*). Fast, ferocious, and very bloody.

R33 PD33 T35, 36

WITCHAVEN 2 72

US Gold, £29.99

More like an add-on disk than a sequel.

R40

C **X-WING 90** LucasArts, £44.95

Excellent *Star Wars*-based space combat game that spawned a myriad offshoots.

R2 PD17, 29 T4

ADVENTURE

C **ALONE IN THE DARK 3 95** Infogrames, £34.99 (compilation)

AITD 3 was supposedly the last in the trilogy, except that *Time Gate* could easily be *AITD 4*. Available as a budget compilation containing all three *AITD* games – and given the difficulty level, this gives you approximately five years of gameplay for your money. Barg-ola!

R21, 23 PD24 T27

ALIEN ODYSSEY 77

Philips, £44.99

Plodding but pretty adventure; a sort of *BioForge*/*Cyberia* hybrid.

R33 PD33

C **AZRAEL'S TEAR 90** Mindscape, £44.99

Atmospheric blend of two first-person viewed classics, *Ultima Underworld* and *System Shock*, with yet another Knights Templar theme. Engaging, tricky, but very rewarding.

R39 PD38 T45

R **BEAVIS AND BUTT-HEAD 87** Viacom New Media, £39.99

Point-and-click adventure featuring all the regular characters from the series. Snappy and amusing dialogue, some unusual sub-games and plenty of puzzle-solving for adventure game traditionalists. Cool.

R35 PD35

C **BIOFORGE 95** Electronic Arts, £44.99

Stunning-looking, action-packed adventure game with built-in unarmed (and armed) combat entirely free of charge. Extremely difficult, its tension derives from the race against time scenario.

R25 PD26 T28

R **BURN-CYCLE 85** Phillips, £44.99

One of the better interactive movie-type adventures. Good pacing, a sharp plot and plenty of variety in the gameplay. Wins Most Unlikely Use Of A Colon In Game Title award.

R32

R **BROKEN SWORD 84** Virgin Interactive, £44.99

'Interactive cartoon' from the team who

brought you *Beneath A Steel Sky*. Gameplay tends toward lengthy conversations thanks to an icon-based speech interface which doesn't allow you to phrase questions yourself. Gorgeous scenery, and well worth a look – more than a match for many of the FMV interactive movies around.

R42

CHRONICLES OF THE SWORD 68

Psychosis, £39.99

Boring adventure puzzler set in the time of King Arthur.

R39

DAGGERFALL 65

Virgin Interactive/Bethesda, £44.95

Attempt at an open-ended D&D jobbie, that ends up just being a jobbie.

R43

R **DAY OF THE TENTACLE 87** LucasArts, £39.99

A very taxing adventure with very American humour which isn't quite up to the standard of the classic LucasArts offerings.

R7 PD17 T7

R **THE DIG 87**

LucasArts/VIE, £44.99

A return to the good old days of classic point-and-click adventures for LucasArts, although it doesn't actually reach the heights of *Indiana Jones*, *Monkey Island* or *Sam And Max*. A good, involving story, a fair amount of atmosphere, and it's not too difficult to get through.

R34 PD32 T37

C **DISCWORLD 96** Psychosis, £49.99

A staggeringly high score for this very difficult adventure game based around the books of Terry Pratchett. It's funny, if you like the boy Pratchett's humour, extremely entertaining – and very, very hard.

R22 PD23 T30, 44



C **DISCWORLD II 93** Psychosis, £44.99

This sprawling sequel is one of the best adventure games around, based loosely around Pratchett's books *Mort* and *Reaper Man*. Unlike the first game, you won't find yourself wandering around endlessly, lost and stuck, because they've lowered the difficulty to a more manageable level. It's still challenging, as well as enjoyable and funny, with the gameplay heavily influenced by classics like *Monkey Island*.

R44

C **ECSTATIC 93** Psychosis, £44.99

Alone In The Dark-style gameplay with ellipsoid-generated characters, no inventory and a far higher pert buttocks-count. Difficult, with some tricky puzzles, and the constant running away can be wearing until you get some serious pointy weaponry.

R21 T24

ENTOMORPH 78

Mindscape, £44.99

Good story; lacklustre presentation. A poor man's *Ultima VII*.

R34 PD33

FRANKENSTEIN: THROUGH THE EYES OF THE MONSTER 79

Interplay, £44.99

Excellent gothic adventure, hampered by extremely dodgy interface.

R34

C **FULL THROTTLE 92** LucasArts/Virgin, £44.99

Main biker-guy has a voice so deep it makes Lee Marvin sound like John Inman. Sadly, it has a god-awful sub-*Road Rash* arcade beat 'em up on bikes bit in the middle which spoils the flow of the whole thing. Apart from that, it's a cool point-and-clicker.

R27 PD26 T29

C **GABRIEL KNIGHT 90** Sierra On-Line, £44.99

Tim Curry does the voice for the hero in a louché camp style in this tense, some would say brooding, atmospheric thriller.

R44 T32

R **GABRIEL KNIGHT 2: THE BEAST WITHIN 88** Sierra, £44.99

Well-acted FMV-based interactive movie with a complex plot that actually has a fair bit of gameplay, although it's not the hardest game you'll ever come across.

R36 T39, 40

R **THE GENE MACHINE 87** Vic Tokai, £44.99

Pleasant point-and-clicker in the style of the LucasArts classics, except that it's British. Nice backdrops, an interesting HG Wells/Jules Verne storyline set in the 19th Century, and humour that will make you smile. Puzzles may be a tad easy for rock-hard adventurers, but still enjoyable.

R41

R **HARVESTER 83** Virgin Interactive, £39.99

Despite lorry-loads of FMV footage, *Harvester* provides plenty of traditional, old-fashioned adventure gameplay. Those with sensitive stomachs may find it all a bit gore-tastic; the politically correct may object to voyeuristic shots of a chick hanging around in suspenders and undies; those who don't care either way will find proper puzzles, an involving plot, and interesting sub-plots.

R42



C **INDIANA JONES AND THE FATE OF ATLANTIS 93**

Budget, all-talkie version of one of the best adventures ever made. Three ways to play, depending on how hard you want to think, whether you like an occasional bout of fisticuffs, or whether you want a bit of help from your lippy, sidekick Sophia.

R37 (budget)

R **INDIANA JONES AND HIS DESKTOP ADVENTURES 80**

LucasArts, £39.99
Weird desktop adventure game-cum Windows 'toy' that you can load whenever you want to try your hand at a number of mini-puzzles featuring the eponymous whip-wielder.

R41 PD40

R **KINGDOM O'MAGIC 82** SCI, £44.99

Point-and-click adventure that can be amusing at times, but would have been better without the stereotypical minorities and the huge-breasted chick.

R38 PD38 T41

C **KING'S QUEST VII 93** Sierra, £44.99

Excellent adventure game with some mind-boggling puzzles, marred only by the fact that everyone, even the supposedly evil ogres, tries to be cuter than Hathaway out of ER's top lip.

R24 T32

MINOS

**WE BRING PEOPLE
TOGETHER
SO YOU CAN
BLOW THEM APART**

**SINGLE PLAYER QUAKE
WAS JUST A REHEARSAL...**

MINOS OFFERS

MULTIPLAYER QUAKE

**CHOICE OF GAME
AND SERVERS**

PRE AND POST-MATCH CHAT

ORGANISED TEAM EVENTS

WWW.MINOS.CO.UK

**MINOS GAMES LIMITED
MILLENNIUM HOUSE
COVENT GARDEN
CAMBRIDGE
CB1 2HR
01223 508532
support@minos.co.uk**

OREGAN

<http://www.oregan.co.uk>

Want to actually feel like you're inside a Mechwarrior, or play Duke Nukem 3D like a Chinchilla on steroids? Oregan brings you the best and freshest imported games equipment to greatly enhance your game playing enjoyment...

SIMULEYES VR



Simuleyes. Reality is the third dimension with the ultimate 3D glasses, true Stereoscopic 3D brings lifelike depth and clarity to your computer screen. Great for games, multimedia, VRML...and much more

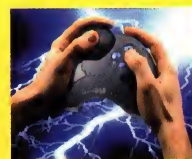
"The action can be viewed in spectacular depth and clarity"

PC Guide Sept '96

£119.95

Space Orb 360, the controller with the balls, or at least one. Simultaneous 6 degrees of freedom and four fire buttons. With intuitive and responsive actions the Space Orb 360 offers the very best in game control for Doom, Duke Nukem, Descent 2 and others...

£79.95



Virtual i-glasses! Full 3D and head tracking. Plug Virtual i-glasses into your PC and really get into the game. 80 inches of crystal clear imagery with hi-fi stereo sound. Supports Descent, Heretic, Doom, and many more...

"if we had two heads, we'd buy one for each!"

PC Gamer 1995

£449.95

Stick your head where it doesn't belong, in a VFX 1 Headgear. Live games in the worlds most immersive Virtual Reality system for the PC. supports Duke Nukem 3D, Doom, Descent, Quake, Mech Warrior 2 (highly recommended), EF 2000, Flight and many More. full accurate head tracking and stereoscopic 3D support.

"The coolest peripheral you can buy for your PC"
PC Magazine



£ CALL



SDT Glove. Virtual Reality Glove. Uses serial port, strictly for the VR or 3D enthusiast. Supports Windows '95 and MSDOS

£394.95

ThrustMaster

We now carry the Thrustmaster range of products please call for details...

Tel 07000 OREGAN (673426)

		Cut out this order form and send it to, Oregan, 3rd floor, 7 Bury Place, Bloomsbury, LONDON WC1A 2LA	
Name:	Item	Price	
Address:			
Postcode:			
Telephone:			
Signature:			
Payment method	Total		

All prices inclusive of V.A.T. and P&P Cheques made payable to OREGAN, please allow seven days to clear. Orders dispatched as soon as funds clear



R KYRANDIA 3 87

Virgin, £29.99

Good quality adventure, now available as part of the Westwood Studios 10th Anniversary Pack, along with the first two games (*Legend Of Kyrandia*, *Hand Of Fate*) and *Dune II* and *Lands Of Lore*. Well worth 30 quid.

R23, 40 (compilation) T26

LIGHTHOUSE 80

Sierra, £39.95

Myst-style adventure that starts off normal and gets very weird very quickly, with baby-napping demons and suchlike. Very ponderous and puzzle-based, it's ponderous and tricky. So avoid it if you're stupid and impatient. That means you, Paul Gascoigne...

R45



C LITTLE BIG ADVENTURE 93

Electronic Arts, £44.99

Pretty-looking, gorgeously animated, isometrically-viewed adventure. Quite hard and the auto-save feature can be a pain in the arse, but worth investing some time in.

R21

R MUPPET TREASURE ISLAND 80

Activision, £34.99

Another top title featuring the only loveable creatures ever to be based on underwear. This time it's a point-and-click adventure inspired by their latest film, aimed squarely at children. However, the blend of video and sumptuous hand-drawn backgrounds, easy-to-follow adventures and humorous sub-games will charm adults as much.

R45

THE NEVERHOOD 79

DreamWorks Interactive, £49.99

Simplistic point-and-click adventure with linear structure and plasticine characters.

R45

C NORMALITY 90

Gremlin Interactive, £44.99

Ambitious point-and-clicker with first-person viewpoint that can drone on a bit at times but has its fans in the office. The hero's a bit of a dork, but at least it's trying something new.

R48 PD36



C THE PANDORA DIRECTIVE 92

Virgin/Access, £44.95

The nice-looking follow-up to *Under A Killing Moon* features the same private dick hero, and is an engrossing, FMV-based adventure with decent puzzles and an absorbing plot. And as there are three different paths through the game, it's VFM as well as FMV. It also comes with a novel based on the game, which, if you read it first (and apparently it's quite good) will spoil it completely.

R43

PHANTASMAGORIA 50

Sierra, £49.99

Interactive movie that forgot the interactive bit.

R19

R POLICE QUEST IV: OPEN SEASON 80

Sierra On-Line, £44.99

Another in the long line of procedurally-based cop games. Walk about, take notes, eat doughnuts, beat Rodney King to a bloody pulp. It's all in a day's work at LAPD HQ.

R19 T15

R POLICE QUEST: SWAT 83

Sierra, £49.99

If you wanna make it as a SWAT Team member, ya gotta practice. And practice. And practice. Gun-toting cop fun, still procedurally heavy but only needs light-gun compatibility to make it perfect.

R36

R PRISONER OF ICE 88

Infogrames, £44.95

The second in Infogrames' Cthulhu-based series of adventures; follow up to *Shadow Of The Comet*. Good plot, good atmosphere.

R29 PD31

R QUEST FOR FAME 80

IBM, £49.95

This music biz-based adventure uses Aerosmith's music and has you playing your way from obscurity to megastardom, using a plastic racket, a spaghetti strainer or even your partner's pubic hair, if you want. Strum well enough to succeed and you'll end up playing with Aerosmith themselves...

R35

R ROBINSON'S REQUIEM 85

Prism, £19.99 (Addictive compilation)

Original but flawed survival game in which you utilise your wits, your huge range of prescription drugs and your hand-to-hand combat skills. The only game ever to give you the option to amputate your own limbs.

R16

C SAM AND MAX HIT THE ROAD 93

US Gold, £12.99 (budget)

An all-time high point in point-and-click adventures. You control the eponymous heroes (a dog and rabbit Freelance Police team) in their pursuit of Trixie the Giraffe-Necked Girl who's been abducted from a freak show. All-talkie with a funny script and a good mix of puzzles. LucasArts at its very best: an essential purchase at this price.

R11 16 PD17 T13, 14, 32

SANTA FE MYSTERIES: THE ELK MOON MURDER 72

Activision, £44.95

Superior multimedia murder-mystery fun centring around a Native American community.

R45

R SERPENT ISLE: ULTIMA VII PART 2 89

Origin, £34.99

Origin's flair for storytelling and atmosphere makes this a corker of an RPG.

R6 T5

R SHADOW OF THE COMET 88

Virgin White Label, £12.99

Decent all-talkie adventure based on HP Lovecraft's *Cult Of The Cthulu* books. A case of involving storyline winning out over less than top-notch presentation, but in spite of the odd fault Lovecraft fans will love it.

R18, 38 T5, 6, 7

R SIMON THE SORCEROR 2 84

AdventureSoft, £29.99

Simon the Ginger-Haired, Pony-Tailed Poppy Sorcerer (to give him his full title) returns with DMs and another batch of smart-arsed jokes. Chris Barrie-less (as if anyone cares), it's still a good all-talkie point-and-clicker. Now available in a budget package with the prequel and a free (disgusting) t-shirt.

R30 T10, 32

C SPYCRAFT 91

Activision, £49.99

Win95-only 'spy simulator'. Unfortunately free of fast cars, birds in swimsuits and

spectacular stunts, but loads of FMV and chokka with puzzles, spy satellites, decoding routines and original features. Engrossing.

R38

C STAR TREK TNG: A FINAL UNITY 94

MicroProse, £49.99

There are shitloads of *Star Trek* adventure games, but this one is the best. If you like sticking a pasty on your forehead and prancing about with your trousers tucked in your Chelsea boots, this is the one for you.

R27 PD27 T31, 32

STONEKEEP 76

Interplay, £44.99

Dated flick-screen RPG, best kept under a stone. Arf arf.

R34 PD33 T40, 45

THREE SKULLS OF THE TOLTECS 70

Revivision/Warner, £39.95

Point-and-clicker with tedious conversations, crap jokes and very low difficulty level.

R45

R TIME GATE 84

Infogrames, £44.99

From the team that brought you the *Alone In The Dark* series comes a game that looks remarkably like *ATD*. Knights Templar-based fun, with all the joys and faults - of *ATDs* 1-3.

R36 PD36 T38

C TOONSTRUCK 93

Virgin Interactive, £44.99

A *Sam and Max*-style comedy adventure, which, despite revolving around the hackneyed idea of a comic artist being sucked into his own creations, turns out to be very good. There's a steadily increasing difficulty level that's pitched just right, a good interface, and large dollops of humour to help you on your way. And the real actor/cartoon background interaction is absolutely seamless.

R45

C ULTIMA UNDERWORLD 2: LABYRINTH OF WORLDS 94

Origin, £44.95

Superb first-person viewed adventure that's never been matched.

R12, 3, 4, 20

ZORK NEMESIS 65

Activision, £44.99

Return To Zork follow-up abandons gameplay entirely and opts for a *Myst*-like approach.

R39

DRIVING

R BIG RED RACING 87

Domark, £9.99

Like a first-person perspective *Micro Machines*, it has you hairing about in different wacky vehicles (snow ploughs, monster trucks etc) - and you can even recreate *The Italian Job* in a mini.

R37 PD10

C DESTRUCTION DERBY 90

Sony Interactive, £44.99

A cross between a racing game and smash 'em up where you chalk up more points for wrecking opponents' cars than for winning a race. Great graphics and initially exhilarating, but one-player gameplay isn't the deepest you'll ever find. Plenty of network options, though.

R33 PD34 T38, 43

R F1 GRAND PRIX MANAGER 85

MicroProse, £44.99

Comprehensive simulation that has you hanging from your Ron Dennis 'standing up' frame and managing a Formula 1 team through an on-going Championship, taking charge of everything from trying to organise tyre deals and team sponsorship to the hiring and firing of prima-donna drivers. Could be F1 anorak - sorry, shell suit - heaven.

R34 PD38

R F1 MANAGER 89

Europress, £39.99

For the F1 anorak for whom F1 Grand Prix Manager isn't quite painstakingly detailed enough. The emphasis is even more heavily biased towards the resources side of things, so you'll be up to your ears in balance sheets, regulations, sponsors, statistics and merchandising, as well as R&D, design, assembly and, oh yes, racing.

R44



C FORMULA 1 GRAND PRIX 92

MicroProse, £14.99

The classic F1 racing game, now available in a number of compilations or on its own. Still great after all these years.

T4

C FORMULA 1 GRAND PRIX 2 95

MicroProse, £30.00

Superb upgrade to the classic racing game with menus and set-up screens to tinker about with to your heart's content, and the game engine is unmatched. To get the textured graphics in all their glory you'll need a decent Pentium, but it still looks good and is playable in low-res.

R36

R FATAL RACING 88

Gremlin Interactive, £39.99

Full-contact arcade driving game like a cross between *Ridge Racer* and the ancient Amiga classic, *Stunt Car Racer*. Excellent graphics and 16 tracks, some of which are spectacular. Unfortunately it looks crap on anything less than a Pentium.

R32 PD33

R HI-OCTANE 83

Bullfrog, £19.99

Anti-gravity racing game based on the *Magic Carpet* engine with lots of shooting of opponents, but a disconcertingly short view ahead of your car/truck/hovering thing (just as in *Magic Carpet*, in fact).

R29 PD29

C INDYCAR RACING 93

Virgin Interactive, £9.99 (b)

Definitive simulation of the art of racing about in circles with almost all the same ingredients as the sequel; now available on budget in a number of compilations or on its own for a tenner.

R10 RD10

C INDYCAR RACING EXPANSION PACK 94

Virgin Interactive, £17.99

Five excellent extra tracks (and one more roundabout). Of course, it would have been nice if they'd been in the original game.

R19

C INDYCAR 2 90

Papyrus/Virgin, £34.99

Follow-up to the first oval circuit racing game which really doesn't add much. It does have glorious SVGA graphics, but if you already have *Indycar 1*, there's little reason to buy this. Get *F1GP2* instead.

R34 PD34

MEGARACE 65

Mindscape, £39.99

A case of 'Ooh, aargh': Ooh, it looks lovely. Aargh, it plays shite.

R15 PD18

MEGARACE 2 79

Mindscape, £44.95

An improvement on the original (which isn't hard) but there are loads of better driving games around - and they aren't "on rails".

R43

C MICRO MACHINES 2 93 Codemasters, £44.99

Brilliant sequel with different tracks and the same instant appeal. Also comes with a nifty little track designer.

R29 PD29

MONSTER TRUCK MADNESS 78

Microsoft, £44.99

Good, fun racing game in trucks with tyres the size of Pluto. Part Stunt Car Racer, part NASCAR Racing.

R44

R NASCAR RACING 84

Virgin, £44.99

Roundabout racing in armour-plated saloon cars from the people who brought you *IndyCar*.

R23 PD22

R THE NEED FOR SPEED 89

Electronic Arts, £44.99

Race extremely expensive cars down the longest stretches of highway in America without a turn-off, skid about to leave rubber on the road, crash spectacularly... then do it all again. Or look at the multimegabyte bits, showing how obscenely expensive your car really is. 3DO-style crash and burn action comes to the PC.

R31 PD31 T40

C NETWORK Q RAC RALLY 94 Europress, £39.99

Absolutely superb driving game that oozes atmosphere like a running sore in a heatwave. Every stage of the eponymous rally has been lovingly re-created, allowing you to drive like a maniac down single-track roads into blind corners with the best of them. Great stuff.

R44



R SCREAMER 89 VIE, £29.99

Good-looking, fast-moving arcade driving game with six tracks, six supercars, manual or automatic options and three different skill levels. Very arcadey approach, down to the time bonuses on stages. Unfortunately, this means you can't go round the tracks the wrong way or do any of the other zany things wacky characters love. Good stuff, though.

R33 PD35 T12

C SCREAMER 2 93 (C) Virgin Interactive, £39.95

For its sequel, *Screamers* abandons trying to do a *Ridge Racer* in favour of doing a *Sega Rally*, and manages it very well. It's very fast, chocka with trackside detail and has more tracks and options than the first game, with four different championships to play through. More arcadey than *Network Q Rac Rally*, but without the longevity.

R45

SPEED HASTE 79

Electronic Arts, £29.99

Cross between *Virtua Racing* and *Daytona* - but not as good.

R38 PD37

R SUPERKARTS 82

Virgin Interactive, £29.99 (budget compilation)

The PC's attempt at a *Super Mario Kart* clone, now available (with *IndyCar Racing* and *FIGP 1*) on the White Lines compilation. You get fast-moving, arcade action all the way, complete with a network option.

R24 PD19

R TEAM F1 88

Electronic Arts, £39.99

F1 management game that's even more comprehensive than *F1GP Manager*. Starting from scratch, you are responsible for everything from bank loans, R&D, sponsors, wind tunnel and engine testing through to office expansion, manufacturing contracts and industrial espionage. Overall it's a bit fiddly and confusing, especially as it's played against the clock, but ultimately worth the slog.

R42

VIRTUAL KARTS 71

MicroProse, £44.95

Featuring karts that handle like supertankers, in hi-res jerko-vision.

R35 PD37

WIPEOUT 78

Sony Interactive, £44.99

Ineffective and disappointing conversion of top PlayStation anti-gravity racing game.

R34

PUZZLES

THE SEVENTH GUEST 60

Trilobyte, £44.99

Gorgeous-looking puzzle game with weak gameplay in the style of *Myst*.

R4

THE 11TH HOUR 67

Trilobyte/VIE, £49.99

Follow-up to *The 7th Guest* with more puzzles in fancy settings.

R35

ALL NEW WORLD OF LEMMINGS 78

Digital Integration, £39.99

Except it isn't really that new.

R22

C BAKU BAKU ANIMAL 90 Sega PC, £29.99

Sega's PC boys finally come good in a big way with the coolest puzzle game around. *Tetris* or *Puyo Puyo*-style gameplay has you matching up cutesy animals and their food to clear the screen. Great fun in single-player, with a fab two-player single-screen option and a rather excellent kicking soundtrack.

R42

R THE INCREDIBLE MACHINES 84 Dynamix, £39.99

Manipulate and arrange *Mousetrap*-style combinations of gadgets, tools and bits and pieces from the nether regions of your shed to set up chain reactions and solve puzzles. Enjoyable stuff.

R?? T6, 7

LEMMINGS 3D 71

Psygnosis, £39.99

Same game, different angle.

R31 PD29



C LITTLE DEVIL 90 Gremlin, £34.99

Excellent puzzle game with a strong element of adventuring, put together with wit and flair.

R12 18 PD16 T16

MONTY PYTHON AND THE HOLY GRAIL 69

7th Level, £39.99

Mildly diverting, if over-familiar, puzzle-based interactive picture book of the film. Sort of.

R12

MYST 67

Electronic Arts, £44.99

Puzzle game set amid pretty backdrops. Mac owners like it.

R15 RD16 T17

SIMULATION

C AH-64D LONGBOW 90 Electronic Arts, £44.99

Great-looking chopper sim with good music and a great interface that tries to be a game. Be warned: even on a P133 it can go all jerko in hi-res, and it needs 97Mb hard disk space. And there's no network play either. But it looks and plays fab.

R40

R AIR POWER 84 Mindscape, £44.99

Another flight sim set in a parallel universe from Rowan, combining the war-type aircraft with a fantasy strategy game in which you have to use planes, launched from airships, to take over the country.

R30 PD31



C APACHE LONGBOW 96 Digital Integration, £39.99

The best helicopter flight model around - which means it's remarkably easy to roast

your bony ass in a collision with Mother Earth. Nothing comes close to matching it for authenticity, tactical planning and spot-on handling, but if it's arcade thrills and spills you want, go for *Comanche vs Werewolf*.

R31 PD30

R ARMORED FIST 86 US Gold/Novalogic, £29.99

The good-looking, sophisticated tank sim that sounds like a very scary sex aid. *Comanche* on wheels. Er, tracks.

R22

C ATF 92 Electronic Arts, £44.99

Take a seriously spruced-up *US Navy Fighters* engine combined with a large number of 'conceptual' planes with different flight models; add an interactive reference guide courtesy of *Jane's* and a complex mission-building option and you get a seriously good flight sim for propeller-heads everywhere.

R38

C COMANCHE 90 Novalogic, £29.99

Great-looking arcade chopper action. Now available on *World Of Combat* budget compilation, with *Armored Fist* and *Wolfpack*.

R16 T6, 44

R COMANCHE VS WEREWOLF 88 Novalogic/US Gold, £39.99

Take the original *Comanche* chopper game, then chuck in all the add-on missions and a completely new extra game which lets you play two-player modem or serial link-up battles. Not the best flight model around, snooty propeller-head purists will sneer, but it's a good arcade blast with excellent graphics.

R33

R DAWN PATROL 80 Empire Interactive, £44.99

Nice-looking WWI flight 'sim that lays claim



to being an 'interactive book'. In other words, you sit through a lot of other garbage between dogfights.

R21 PD21

C EF2000 97
Ocean/DID, £49.99

The flight sim with something for everyone, from complex missions in an on-going war scenario to jump-right-in-and-start-blasting arcade thrills. Based on a plane that isn't even finished yet, the flight model's so good they're using it to train pilots.

R51 PD32

R F14 FLEET DEFENDER 86
MicroProse, £9.99

Heavyweight flight sim; not as good as *Tornado*.

R15

C F-22 LIGHTNING II 90 (C)
NovaLogic, £45.99

The first Novalogic flight sim not to use VoxelSpace technology is also the first to introduce a little intelligence into their usual arcade approach. The terrain graphics are unmatched, other planes look great and the sound effects are loud and effective. There's also a nice mission builder - but no multi-player options. The flight model and approach seem to be 'I want to be liked' - some think it's a bit easy. Which makes it the perfect 'My First Flight Sim'.

R45

R FAST ATTACK 86
Sierra, £39.99

Ultra-complex but extremely rewarding Windows 95-only submarine sim. Newcomers to the genre might find it a bit too much of a mare to deal with.

R39

FIGHTER DUEL 65
Philips Media, £39.99

Sub-standard flight sim. Avoid.

R34 PD40



C FLIGHT SIM 95 95
Microsoft, £48.99

The inevitable appearance of a Windows 95 version of the ever-popular sim that actually teaches you to fly gets a big thumbs up. Good graphics, the chance to sit in the dark at home, fly around the world and land on the M4.

R44

C FLIGHT SIMULATOR 5 90
Microsoft, £35.00

Great-looking simulation that actually teaches you how to fly. Lovers of mayhem will find it low on baby carriage/napalm interaction.

R8

R HORNET NAVAL STRIKE FIGHTER 80
Spectrum Holobyte, £44.99

Electronic Battlefield System (EBS) add-on for *Falcon 3*, allowing you to fly eponymous plane in network scraps or standalone missions.

R15

C HIND 90
Digital Integration, £44.99

It's from DI, so you already know it's going to be a seriously heavy simulation. The emphasis is on hyper-realism rather than presentation so it will run on low-spec machines, but it's harder than juggling atoms. Loads of multiplayer options though so you can die among friends.

R40

HORNET NAVAL STRIKE FIGHTER 80
Spectrum Holobyte, £44.99

Electronic Battlefield System (EBS) add-on for *Falcon 3*, allowing you to fly eponymous plane in network scraps or standalone missions.

R15

R KA-50 HOKUM 85
Virgin, £39.99

Excellent helicopter flight sim based around the ubiquitous, extremely effective Russian chopper. Very realistic and therefore very hard to fly properly.

R20

C NAVY STRIKE 90
Empire Interactive, £44.99

Two games in one: a flight sim, where you pilot a jet fighter in the slightly scary future, and a military command sim. Very atmospheric, it's one that grows on you the more you play it.

R33 T38

R SEA WOLF 83
Electronic Arts, £44.99

Hugely atmospheric submarine sim with a control interface from hell.

R15

C SILENT HUNTER 90
SSI/Mindscape, £39.99

Superb WWII sub sim that's got the lot: cat-and-mouse stuff, creaking hulls, big explosions, depth charge attacks, blokes in chunky polo-neck sweaters...

R40

STRIKE COMMANDER 65
Electronic Arts, £11.99

Some brilliant bits: cinematic sequences, amazing graphics and sound, varied missions. And some unbrilliant bits: flying isn't as good as the plot stuff and it's sluggish.

R 3, 9, 13 15

C SU27 FLANKER 95
Electronic Arts, £11.99

Comprehensive flight sim based on the scariest aircraft ever built. Features the best flight model around, developed with input from top Russian pilots, but has less than dazzling graphics. Aimed at serious propeller-heads rather than those seeking lightweight thrills and spills (the instrument panels are even in Cyrillic script). No network or serial-link multiplayer options, but a better simulation than *EF2000*, *MIG29* or *Tornado*.

R34 PD33

R TFX 80
Ocean, £44.99

Near-future flight sim with graphics and sound that still stand up today.

R15 T12, 16, 34

C TOP GUN 92
Mindscape, £44.99

An outstanding flight simulation with a cinematic storyline and loads of atmosphere, it's let down slightly by misleading views and a hi-res frame rate on a P133 like a supertanker performing a U-turn. Still good, though.

R37 PD38 40



C TORNADO 93
Digital Integration, £44.99

Still some kind of benchmark for an in-depth flight sim, *Tornado* is so deep you'll need a bathysphere. Low-level attack sim with excellent ground visuals that's definitely not for beginners.

R6

C US NAVY FIGHTERS 90
Electronic Arts, £44.99

One of the best-looking, most accurate flight sims around, lacking only a multiplayer facility.

R22 PD23

C US MARINE FIGHTERS 92
Electronic Arts, £19.99

Add-on disk for *US Navy Fighters*, featuring US and Yank Harriers, Yaks, the Russian supersonic Harrier rival and a gunship version of a Hercules transport plane. Great stuff, but still no network mode.

R50

WINGS OF GLORY 78
Electronic Arts, £44.99

Good-looking WWI flight sim with tendency towards jerkovision.

R24 PD25

SPORT

C ACTUA SOCCER 92
Gremlin Interactive, £34.99

ArCADE action featuring all the major national teams (and Wales). Excellent graphics, thanks to a 3D polygonised pitch arrangement and more camera angles than a BBC costume drama. And despite one or two large faults in the gameplay, it's still the best of a poor bunch of PC footy games.

R34 R34 PD35 T43

C CHAMPIONSHIP MANAGER 2 92
Domark, £44.99

The finest football management game ever made. Every team in England, thousands of players from all over the world, minutely adjustable playing styles and formations. The only management game where you feel that what you're doing has an effect.

R51 T38

C CHAMPIONSHIP MANAGER 2 DATA DISKS 92
Domark, £19.99

A similar core of foreign players, but for the German, Italian, Spanish, French and Dutch/Belgian leagues.

EURO 96 70
Gremlin, £29.99

Or *Actua Soccer Again*. Not enough to warrant another full-price game.

R41

FIFA SOCCER CD-ROM 78
Electronic Arts, £44.95

Old, big-sprite *FIFA* with commentary by Mr J Motson. Available in the Essential Collections: Sport compilation, with *PGA Tour 486* and *FIGP*.

R21 T20

R FIFA '96 84
EA Sports, £39.95

FIFA gets the Virtual Stadium treatment with multiple camera angles, motion-captured players and a cardboard crowd. All major international teams are included, along with a great league option. Still has an over-complicated control system though, and players do too much without your input. And your team changes aren't saved from game to game either, which is a wind-up.

R33

R FRONT PAGE SPORTS BASEBALL 85
Dynamix/Sierra, £44.99

Nicks all the best features from all the other baseball games around and combines them, to make the best of its kind around. It comes out every year with different features.

R22

R FRONT PAGE SPORTS FOOTBALL PRO 85
Dynamix/Sierra, £44.99

The best American football game on the PC, combining a superb play-designer, great graphics, multiple camera angles and good arcade action.

R9

IAN BOTHAM INTERNATIONAL CRICKET 70
Beam, £34.99

Good, playable conversion of SNES hit, with unnecessary and crap FMV footage.

R37

C LINKS LS 94
EIDOS Interactive, £44.95

The long-awaited re-vamp to the world's greatest golf sim gives you more gameplay options, even more gorgeous graphics and a re-designed menu and view-selection system, making it better than ever. Includes a built-in upgrader for all the old data-disk courses you spent your wedge on in the past.

R43

R MADDEN NFL 97 87
Electronic Arts, £39.95

This, the first incarnation of *Madden* on the PC for about six years, finally provides the sort of quality now taken for granted on the consoles, and so becomes the best American footy game on the PC.

R44



C NBA LIVE 95 90
EA, £34.99

Good basketball sim, in a version one of *FIFA* isometric style. Pre-Virtual Stadium, so the crowd looks good too.

R26

R NBA LIVE 96 85
EA, £44.99

Basketball gets the Virtual Stadium treatment: multiple angles for each camera, an expanded polystyrene crowd, three levels of difficulty and all the usual season play options. A bit muted graphically, and can be confusing when it gets crowded.

R37

C NHL HOCKEY '96 90
Electronic Arts, £44.99

EA's ice hockey game gets its annual upgrade of stats and player names along with its own Virtual Stadium, complete with unconvincing crowd. Excellent animation, multiple camera angles and the players even have little reflections on the ice.

R32 PD34

C NHL HOCKEY 97 90
Electronic Arts, £44.95

This year's release gets a handful of national sides thrown in (although it's rather patronising on the Scandinavian front) and the usual graphical tweaks. This time it's big close-ups of the referees picking up the pucks and whizzing about - hardly an essential element. But if you don't yet have an ice hockey game, this is the one to get. If you have one of these already, don't bother. Unless you absolutely must have the most recently completed season's statistics and teams.

R45

R OVERLORD 85
Virgin Interactive, £39.99

Second world war flight sim based around - you guessed it - *Operation Overlord* (also known as the D-Day landings). Features mainly ground attack missions with the odd dogfight or bomber intercept, has two padlock views (count 'em) and some decent flight models.

R17

C PGA TOUR GOLF 486 91
Electronic Arts, £19.99 (budget compilation)

Not only excellent-looking but also great-playing, fine-smelling golf game, which is available in the *Essential*

ACTIVE Direct PLC

CALL: 01483 727300

COMMAND & CONQUER COMMEMORATIVE EDITION



Includes the Top Selling Command & Conquer, Dune 2 & the Command & Conquer Music CD. It's a Strategy Game & it's AWESOME!

RECOMMENDED TITLE

£25.50

FREE



Powered Speakers
£1.99 with 2 Games
FREE with 4 Games

RRP: £6.99

ENTERTAINMENT

11th Hour	£44.99	£29.99
3D Movie Maker	£44.99	£29.99
500 Nations	£29.99	£24.50
Abuse	£34.99	£28.99
AFT US	£39.99	£31.95



AH-64D LONGBOW
A revolutionary hard-core helicopter sim. Four different mission modes.

£33.99

Aminet Set 1-4 CDs	£29.99	£22.99
Aminet Set 2-4 CDs	£29.99	£25.99
Aminet Set 3-4 CDs	£34.99	£24.50
Ancient Empires	£39.99	£24.50
Ancient Lands - Win	£29.99	£24.50
Art of War (Empire 2)	£35.99	£26.50
Ascendancy	£44.99	£31.50
Assault Rigs	£44.99	£26.99
Attitude for Success	£39.99	£26.50
Battle Arena Tosh	£34.99	£24.50
Battle Isle 3	£44.99	£25.50
B'ground: Ardennes	£44.99	£27.99
B'ground: Waterloo	£44.99	£27.99
Bermuda Syndrome	£39.99	£25.99
Bottecelli	£39.99	£25.95
Braveheart	£34.99	£23.50
Caesar 2	£34.99	£22.50
Championship Mgr 2	£44.99	£28.99
Championship Mgr 2 Upg	£14.99	£9.95
Chaos Overlords	£32.99	£22.99
Chron of the Sword	£39.99	£29.99
Chronomaster	£35.99	£26.95
Civilisation 2	£39.99	£29.25
Command (Aces of the Deep)	£39.99	£26.50
Conqueror	£39.99	£24.99
Conquest/New World	£44.99	£28.50
Daley Thomp Decath	£39.99	£26.25
Dark Forces	£49.99	£32.50
Deathkeep	£44.99	£29.50
Descent 2	£39.99	£27.99
Designworks 3	£39.99	£24.50
Destruction Derby	£44.99	£31.50
Dig (The)	£44.99	£30.55
Discworld	£49.99	£32.50
Earthsiege: Skyforce	£44.99	£28.50

DUKE NUKEM 3D
Fully featured, first person perspective, 3D shoot 'em up. Certificate 18.

£27.50

Earthsiege 2 - Win 3.1/95	£39.99	£29.50
Earthworm Jim	£34.99	£22.75
Euro '96	£39.99	£24.99
Extreme Games ESPN 2	£29.99	£24.50
Fantasy General	£44.99	£27.50
Fatal Racing	£44.99	£28.50
FIFA Soccer '96	£44.99	£24.99
Fightin' Forties	£39.99	£26.99
Fire Fight	£29.99	£24.50
Flight Sim 5.1/Paris & NY	£49.99	£38.99
Flight Sim FX Upgrade	£39.99	£29.50
Flight Sim 6 - Win 95	£49.99	£36.50
Football - Win 95	£34.99	£24.50
Formula One Racing	£34.99	£25.50
Front Pg Sports F'ball 96	£39.99	£25.99
Gabriel Knight 2	£49.99	£32.50
Games Factory	£69.99	£39.99
Gene Machine	£34.99	£24.50
Gex - Win 95	£34.99	£23.99
Golf - Win 2.0	£29.99	£25.50
Golf V2 - 2 Extra Courses	£39.99	£34.50
Golf V3 - Win 95	£34.99	£24.50
Grand Prix Mgr	£39.99	£29.99
Harpoon 2 Deluxe	£34.99	£25.99
Harry's Haunted Hse	£29.99	£23.95
Hellbender - Win 95	£44.99	£29.50

GRAND PRIX 2
Full race strategy planning, superb realism with real 3D Television camera angles.

£28.99



Heretic	£39.99	£26.50
History of the World	£39.99	£25.50
Holmes II: Rose Tattoo	£39.99	£29.99
Ian Botham's Int.Cricket	£39.99	£24.99
Indy Car 2	£19.99	£24.99
Interactive Collector	£44.99	£29.50
Jungle Book	£39.99	£27.95
Kick Off '96	£34.99	£22.25
Kings Quest VII	£44.99	£24.50
Leonardo	£39.99	£24.95
Links Legend/Sports	£54.99	£35.95
Lost Treasures	£39.99	£26.95
Magic Bus (Oceans)	£29.99	£24.95
Magic Bus Dinos - Win 95	£29.99	£24.95
Mastermind	£29.99	£22.50
Mechwarrior 2	£49.99	£29.99
Mechwarrior 2 - Win 95	£49.99	£29.99
Megapak 5	£39.99	£26.95
Meridian 59	£39.99	£29.50
Monster Truck Mad - Win 95	£44.99	£29.95
M. Python/Holy Grail	£29.99	£30.50
Music Central 1996	£44.99	£31.95
Music Central '97	£29.99	£24.90
NBA Live '96	£39.99	£31.99
Phase 4	£39.99	£29.59
Photogenics V2	£39.99	£58.50
NBA Full Court Press	£29.99	£24.50
Need for Speed	£49.99	£31.50
NHL Hockey '96	£44.99	£31.50
Nick 3D Movie Maker	£39.99	£33.95
Normality	£39.99	£29.99
Olympic Games	£44.99	£29.95
Olympic Soccer	£44.99	£29.95
On-Side	£34.99	£22.50
PBA Bowling - Win 95	£29.99	£22.99
Perfect Flight	£29.99	£19.95
PGA European Tour	£39.99	£31.99
Pinocchio	£39.99	£31.95
Pinball 3D - VCR	£29.99	£19.95
Pocahontas Storybook	£44.99	£35.50
Police Quest SWAT	£44.99	£28.50
Pro Pinball - The Web	£34.99	£21.50
Quake	£44.99	£29.50
Quest/Glory Collection	£29.99	£21.50
Rayman - Win 95	£29.99	£26.99
Redshift 2	£54.99	£39.99
Ruffs Bone	£29.99	£23.50
Settlers 2	£39.99	£29.99
Speed Rage	£34.99	£22.99
Speilberg's Directors Chair	£49.99	£35.00
Strategy (Perfect)	£29.99	£19.99
Sensible Golf	£29.99	£23.99
Sens Wild/Soccer Euro	£24.99	£21.99
Shellshock	£39.99	£26.99
Screamers	£29.99	£19.99
Silent Hunter	£44.99	£27.99
Silent Thunder	£44.99	£27.99
Silent Thunder - Win 95	£39.99	£28.99
Silent Steel	£49.99	£36.50
Sim Tower	£39.99	£24.50
Sim City 2000 CD	£49.99	£37.50
Sim City 2000 Network	£49.99	£36.50
Sim Town	£29.99	£23.50
Sim Classics 2	£29.99	£20.50
Scenery CD/Flight Sim 5.1	£29.99	£26.50
Simon the Sorcerer 2	£44.99	£28.99
Simon/Sorcerer Dbl Pack	£44.99	£32.90
Space Race	£29.99	£19.95
Space Hulk VOTBA	£39.99	£31.99
Spycraft	£44.99	£26.95
Speed Haste	£29.99	£23.50
Speedy Rom	£39.99	£30.50
Starfighter 3000	£39.99	£24.99
Star Trek Klingon	£39.99	£30.99
Star Trek - Next Generation	£54.99	£24.99
Star Trek - Interact Manual	£49.99	£25.50

Star Trek - DS9 Harbinger	£39.99	£27.95
Stowaway!	£39.99	£19.95
Super Star Dust	£29.99	£19.95
Syndicate Wars	£39.99	£29.50
Tek War	£39.99	£26.50
Terminator Future Shock	£44.99	£30.50
Terranova	£44.99	£30.50
Thunderscape	£44.99	£27.99
Top Gun	£39.99	£32.50
Tie Fighters Collectors Ed	£49.99	£34.50
Tomcat Alley	£29.99	£21.95
Tortoise & The Hare	£29.99	£23.95
Truckology	£29.99	£23.50
Timon & Pumba's - Jungle Games	£39.99	£35.50
Trophy Bass	£34.99	£23.50
TNN Outdoor Bass T/Ment	£39.99	£32.50
Urban Runner	£44.99	£28.50
Virtual Karts	£29.99	£25.95
Virtual Chess	£44.99	£21.95
Virtual Snooker	£44.99	£27.50
Virtual Pool	£44.99	£19.95
VR Dinosaur Hunter	£29.99	£19.95
Wallace & Gromit Fun Pack	£19.99	£17.95
War College	£39.99	£25.95
Warcraft 2	£44.99	£27.50
Welcome/Future	£39.99	£31.99
White Lines	£29.99	£22.95
Wing Commander 4	£49.99	£38.99
Winne the Witch	£29.99	£21.99
Witchaven 2 - Blood Veng	£34.99	£23.99
Warhammer - Shadow/Horned Rat	£44.99	£30.50
Warhammer - Shad/Horned Rat 95	£44.99	£26.99
Worms	£34.99	£26.50
Worms United	£29.99	£25.95
World Rally Fever	£29.99	£22.95
You Don't Know Jack	£29.99	£19.95
Z	£44.99	£32.95
Zork Nemesis	£49.99	£32.95

EDUTAINMENT

3D Atlas	£36.99
ABC World of Animals	£34.99
Aladdin Activity Centre	£44.99
AMA Family Medical Guide	£49.99
Art Gallery - Win	£39.99
Arthur's Birthday Party	£29.99
Arthur's Teacher T'ble	£29.99
Berlitz Think/Talk French	£39.99
Berlitz Think/Talk German	£39.99
Bodyworks V5	£39.99
Bookshelf 95 - Win	£59.99
Chron of the 20th Cent	£39.99
Danger Creatures Win	£29.99
Doctor in the House	£19.95
Dr Sues A-B-C's	£29.99
Ency of Nature	£39.99
Ency of Science	£39.99
Ency of Science Fiction	£44.99
Ency of Space/Uni	£39.99
Explorapedia	£34.99
Exploring/Solar System	£49.99
Family Origins	£29.99
First Aid '95	£57.28
Great Museums/Europe 1	£39.99
Great Museums/Europe 2	£39.99
Hutch '97 Ency	£39.99
Hutch Ency of Music	£39.99
Hutch History Library	£39.99
Hutch Ref Library	£39.99
Hutch Science Library	£39.99
Hydro/Riptide - Win 95	£44.99
Infopedia UK 1996	£39.99
Italy: Interactive Guide	£39.99
Jesus Story Begins	£29.99
Julia Child's Cooking	£29.99
Kid Pix Studio	£29.99
Kid's Kit 4-7 Years	£44.99

Kid's Kit 8-12 Years	£44.99
Learn/Computer	£39.99
Lion King Story Book	£44.99
Little Monster/School	£29.99
Maths Workshop	£29.99
Mathsoft Studywks (Maths)	£39.99
Mathsoft Studywks (Science)	£39.99
My First/World Explorer	£29.99
My First Incred Dict	£39.99
My First/Michelangelo	£39.99
Nickelodeon 3D M/maker	£39.99
Official Driving Inst	£29.99
Origins of Mankind	£29.99
Our Earth	£49.99
Paul Cezanne	£39.99
PB Bears B'day Party	£39.99
Peter Rabbits Num Gdn	£29.99
Peter Rabbit & Ben Bun	£29.99
Pic Atlas of the World	£59.99
Pinocchio Activity Cent	£39.99
The Way Things Work	£39.99
The Way Things Work 2	£39.99
Ult 3D Skeleton	£29.99
Ult Einstein	£39.99
Ult Climb - Win 95	£29.99
Ult Human Body	£39.99
Ult Human Body 2	£39.99
Unexplained	£29.99
Van Gogh: Life & Works	£39.99
Virtual Reality - Bird	£29.99
Virtual Reality - Cat	£29.99
Voyage in Egypt	£39.99
Voyage in France	£39.99
Voyage in Greece	£39.99
Voyage Through Italy	£39.99
Voyage Through Spain	£39.99
World War 1	£29.99
World War 2	£39.99
World of Flight	£29.99
World Ref Atlas	£49.99

PRODUCTIVITY

3D Walk Home Des	£49.99
Autoroute Express V5 Eur	£59.99
Communicate	£29.99
Creative Writer V2	£29.99
D - Win '95	£49.99
D Time 10	£49.99
D Time '95	£49.99
Greetings W'shop - Win 95	£29.99
Light ROM	£39.99
Magic Publisher	£39.99
Manage Stress	£39.99
Pressworks 2 P'pack	£69.99
Print Shop	£49.99
Quicken V5	£44.99
Quicken Home/Bus Pack	£59.99
Quicken Family Lawyer	£29.99
SCALE MM100 - Full Version	£149.00

MICROSOFT TITLES

Autoroute Exp Eur	£59.99
Autoroute Exp UK	£59.99
Cinemania '96	£29.99
Creative Writer/Fine Artist	£49.99
Dinosaurs	£29.99
Dogs (Microsoft)	£24.99
Encarta '96	£49.99
Encarta '96 World Atlas	£49.99

MEMORY UPGRADES

4Mb 72-pin Non-Parity	£25.00
8Mb 72-pin Non-Parity	£39.00
16Mb 72-pin Non-Parity	£96.00
32Mb 72-pin Non-Parity	£205.00

MICE & JOYSTICKS

Optical Mouse	£23.49
Serial Mouse	£9.40
Logitech Mouseman Upg	£29.38
Mouseman Cordless	£38.78
Trackman Portable	£41.13
Trackman Voyager	£48.18
Navigator Joystick	£11.74

TECHNOPLUS

10 Disk Box "Black"	£2.99
20 Disk Box "Black"	£4.99
20 CD Storage System	£7.99
100 CD Storage System	£39.99
External 14,400 Data/Fax Modem	£59.00
Internal 33,600 Data/Fax Modem	£99.00
External 33,600 Data/Fax Modem	£119.00
PCMCIA 33,600 Credit Card Modem	£129.00
PC Serial Mouse & PS2 Adaptor	£9.99
PC 3 Button Control Pad	£12.99
PC Pad & Game Card	£19.99
PC Joystick	£14.99
Joule Analogue PC Joystick	£14.99
Orion Analogue PC Joystick	£19.99
Supernova PC Joystick	£34.99
Prism PC 3D Joystick	£69.99
Vector Arcade Stick for PSX	£29.99
Mega Control Pad (6 Button)	£14.99
Mega Joystick (6 Button)	£14.99
Powersound 4 Speakers & PSU	£14.99

HYUNDAI QUALITY PC's



- Mini-Tower 5000 Series
- Intel Pentium® Processor
- 100m, 120m, 133m, 150m, 166m & 200m Speed Options
- 256K Pipeline Burst Cache
- 8/16/32m EDO RAM
- 8 x CD-ROM Drive, 16-Bit Sound Card & Speakers
-

NEW ISSUE

FREE! BEST OF '96 CD – AND CD MONEY-OFF VOUCHERS!

MAXIM

JANUARY 1997

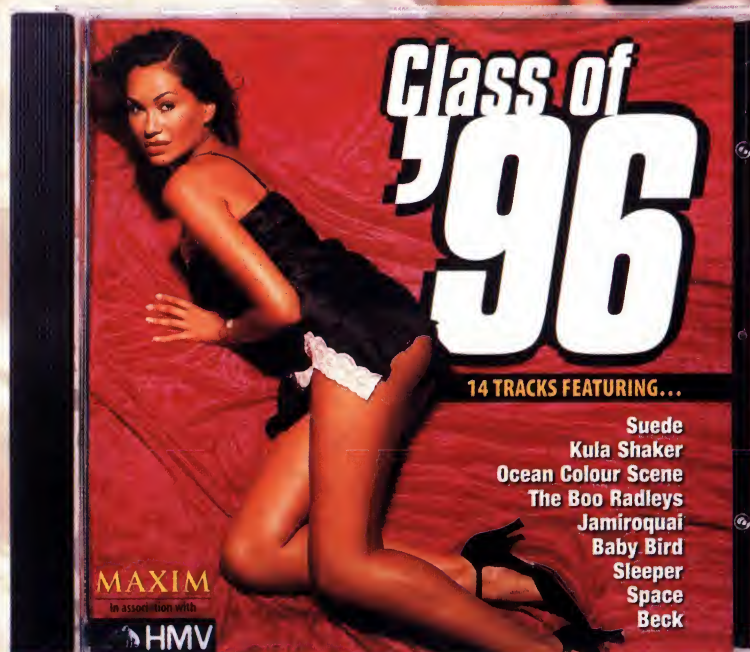
£2.50

THE HIT GIRL!

Lisa lets rip, p22

'GET THAT CAMEL OFF ME, MILDRED!'
Your worst sex ever

HOW TO...
Work abroad
Pay less tax
Be brainier
Rally drive



...PLUS

*the year's top
babes, bikes, cars,
hi-fi, booze, gizmos,
...absolutely bloody
everything, in fact*



OVERSEAS £3.00
H&L 11/95

DENNIS HOPPER ♦ LIGHTNING SEEDS ♦ FINE YOUNG CANNIBALS
CAMERON DIAZ ♦ GWYNETH PALTROW ♦ THE TOP 10 SPORTS BOOKS

On sale 28 November

Collections: Sport compilation along with FIFA Soccer and Formula 1 Grand Prix.

R20



C PGA TOUR '96 94
Electronic Arts, £44.99

There are two different courses on offer this time, and new Links-inspired windows that provide extra views of all the action. The main view graphics now look slightly less sharp than last year's model but at the same time give more sense of depth. If you're not that bothered about having the latest version, last year's game is cheaper, has more courses and loses absolutely nothing in gameplay.

R52 PD37 T+3

C PGA EUROPEAN TOUR 94
Electronic Arts, £44.99

Finally, a game featuring the people who actually won the Ryder Cup competition rather than the also-rans. A different development team has tweaked the ball physics so it responds better to the contours of the ground, which makes it the best arcade golf game. And it's Yank-free.

R58

SENSIBLE WORLD OF SOCCER 60
Warner Interactive, £39.99

Delayed so long that by the time it came out the world had moved on. Rather like Matthew Le Tissier taking a free kick. Did I say that?

R54 PD33

R THN BASS TOURNAMENT 80
Electronic Arts, £39.99

Fishing tournament game that's more to do with amassing money than the joy of hooking big floppy gilled things. *Trophy Bass* is better. The Save the Whale people rather like this, allegedly. So it's not that popular in Japan...

R59

R TROPHY BASS 85
Sierra, £39.99

Near-perfect simulation of the noble art, concerned more with the purity of thought and deed than the baser elements of money-grabbing tournaments. Comes with a voucher for a free bag of chips and a sachet of vinegar.

R59

R ULTIMATE SOCCER MANAGER 2 80
Sierra, £39.95

Ultimate Soccer Manager 2 takes Premier Manager and quadruples it, dumping so much stuff on you to control that it almost creeps out of the realms of being a football management game entirely. Ground and property development, burger, beer and restaurant prices and sponsorship are just some of things you'll find yourself fretting over, as well as the football stuff like tactics, formations and set-piece moves. The ratings aren't that real, and it's no *Championship Manager*, but Premier Manager fans will like it.

R45

C VIRTUAL POOL 91
Interplay, £44.99

Superbly implemented pool sim with intuitive controls and a multi-player network option. As close to real pool as you can get, apart from the little piles of coins on the side of the table. (And only 90 times the price.)

R28 PD27

STRATEGY

R ACROSS THE RHINE 86
MicroProse, £44.99

Tank-based battle strategy game which takes a while to come to terms with thanks to a heavy-duty manual and a less-than-intuitive multi-view interface. Great depth if you can get your head round it.

R50

R AFTERLIFE 88
Virgin/LucasArts, £44.99

God game modelled on *Sim City* in which you actually play God, 'zoning' areas of punishment and reward for the souls who come under your charge. Liberal helpings of humour, along with good longevity in the gameplay, mean you don't have to be Billy Graham to enjoy it either.

R40 PD39

R AV NETWORKS 80
Infogrames, £44.99

A business sim that throws you in at the deep end of corporation management. Not nearly as easy to get into as the Maxis titles, unless you're a budding mover and shaker who doesn't do lunch.

R50

R ALIEN LEGACY 80
Sierra On-Line, £39.99

Another of the several million space strategy games vying for your dosh, but one of the better ones. A bit like a cheaper version of *Outpost* without the pretty bits. Daunting at first, but becomes addictive.

R20 T20

R ALLIED GENERAL 83
SSI/Mindscape, £44.99

Windows 95-based follow-up to the hugely successful *Panzer General* that should appeal to wargamers and casual dilettantes alike. One or two faults, but its simplicity should appeal.

R57 PD38



C ASCENDANCY 93
Virgin, £39.99

Take all the bits you loved from just about every strategy, god or warfare game, set it in the context of space exploration and planetary conquest, and you get *Ascendancy*. Get stuck into this and you can kiss goodbye to your social life, career and an acceptable level of personal hygiene.

R52

R BATTLEGROUND ARDENNES 84
Empire Interactive, £40.00

Serious and deep, deep strategy game that's the first to be designed exclusively for Windows 95. Dragging war games into the 90s? Whatever next? Good graphics?

R55 PD34

R BATTLEGROUND GETTYSBERG 87
Empire Interactive, £39.99

Second in the Windows 95-based series. An excellent feel for the Gettysberg battles, complete with QuickTime movies and a Quick Start guide, but it needs 130Mb of hard disk space for a full installation, or 60Mb for a minimum. Which is quite a lot.

R37 PD39

BATTLEGROUND SHILON 78
Empire Interactive, £44.99

Another flawed attempt to bring computer wargames and tabletop miniature together.

R45

BATTLEGROUND WATERLOO 74
Empire Interactive, £39.99

Third in the series, with more views and unit types, but dumber AI. And still no scenario editor.

R42



C BATTLE ISLE 3: SHADOW OF THE EMPEROR 93

Blue Byte, £45.99

Third in the series of highly respected and very popular strategic battle games. Worth checking out if you like your strategy with a futuristic bent (ie your army jumper has silver patches on the elbows and shoulders).

R33 PD36

R BEDLAM 89
Mirage, £34.99

Take a range of isometrically viewed city levels, and add a dinky little armoured HERC, with more weapons of destruction at its disposal than the average aircraft carrier, and you have a highly addictive blasterama that's like *Syndicate* for the impatient, with weapon power-ups rather than an R&D team.

R43 PD42

C CIVILIZATION II 90
MicroProse, £44.99

Enhanced sequel in full 3D which can make things cluttered at times, especially if you have a number of windows open. Combat's

been tightened up, with new units and 'hit points', and even experienced *Civ* players will find there's a lot to learn. (Note: Windows 95 or 3.1 with WinG only.)

R36 PD40 T+3

R CLOSE COMBAT 84
Microsoft, £44.99

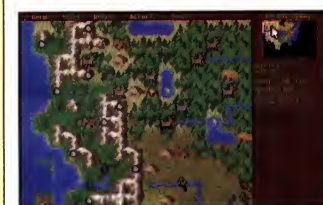
A wargame that started out trying to be like the Avalon Hill boardgame *Squad Leader*, but ended up as something else entirely. *Close Combat* is like a sort of top-down viewed, realistic *Command & Conquer*. Based around the exploits of the US 29th Infantry Division in Normandy, it's a historically accurate, tactical combat simulation that may be the first in a new generation of real-time, super-realistic sims.

R45

R CYBERJUDAS 80
Empire Interactive, £39.99

Political strategy game in which you play the President of the United States (no, not the band), complete with an interface that lets you access every country in the world. Set up trade agreements, negotiate peace settlements, track down traitors in your midst, or just shag beauty queens.

R41



C COLONIZATION 90
MicroProse, £44.99

Civilization I with more depth and better graphics, released to make a quick buck



TOONSTRUCK

Where cartoons show their true colours.

AVAILABLE ON PC CD-ROM



until *Civ 2* appeared. Allegedly.

R90 T24, 37

C **COMMAND & CONQUER 95**
Virgin, £44.99

Take the strategy and resource management of *Dune 2*, add the fast-paced, real-time combat of *Cannon Fodder*, intelligent grunts, a myriad weapons, and the exploration elements of *Civilization* and you have a hugely addictive game.

R28 LE36 PD37 T38, 42

R **COMMAND & CONQUER: COVERT OPERATIONS 84**

Virgin, £14.99

Seriously difficult add-on missions for anyone who thinks they're a bit of a C&C whizz.

R38 T-11

CONQUEST OF THE NEW WORLD 75
Interplay, £44.99

Slow, cumbersome strategy game about... well, conquering the New World.

R39 PD36



C **CREATURES 94**
Warner Interactive, £29.99

We had to put this here because we don't really have an 'artificial life experiment' section. Maybe it's time we started. Anyway, this is the thing that's had boffins, programmers, social commentators and suchlike spurring into their underwear. Basically you raise, nurture and breed a race of artificial animals, teach them tricks and even a language, and breed from them to produce (hopefully) more advanced creatures. The more care you put into their development, the more interesting it gets and the more things they achieve, until in the end they're probably cleverer than you are. Much like parenthood, really. Astonishing stuff. And you can even trade them over the internet.

R45

R **CYBERSTORM 85**
Sierra, £44.95

Interesting turn-based space exploration game with a *Dune*-ish plot, with you building robots to mine ore from different planets in competition with other companies.

R43

R **DUNE 82**
Virgin, £44.95

Adventure/strategy mix that has you, Paul Atreides, setting up a spice mining op on Arrakis and attacking the evil Harknness.

R7

R **DUNE II 89**
Virgin, £34.99

Excellent real-time strategy game. Take one of the three tribes of Arrakis and struggle to beat the others until your mouse finger is a blood-soaked mess. The forerunner to the magnificent *Command & Conquer*. Available on *Power*, *Corruption* and *Lies* compilation.

R1 T2

C **FANTASY GENERAL 92**
SSI/Mindscape, £44.99

The third in the series uses the same combat and movement engine as *Panzer* and *Allied General*, but it's the most exciting wargame (if that's not an oxymoron) so far.

R39 PD37

C **FRONTIER: ELITE II 95**
Gametek, £39.99

Classic open-ended space trading game that lets you be anything you want.

R9

FRONTIER: FIRST ENCOUNTERS 78

Gametek, £39.99

Enhanced version of *Elite II*, bugged to jiggery.

R28

C **GEARHEADS 90**
Philips Media, £29.99

If we had a 'Weird' category, this would be in it. It's a Windows 95-only sort of strategy/action game in which you set fighting wind-up toys against each other in an attempt to get them to the other side of the playing area. Surprisingly addictive.

R40 PD38

C **GENE WARS 91**
Electronic Arts/Bullfrog, £39.99

Has you competing against intelligent alien life-forms to produce an efficient food chain by selective breeding, under the watchful eye of some all-powerful superior beings who don't like dirty tricks. So you have to wait until they're not watching to set your mutants on the enemy. The winner gets to live. Very frenetic and very complicated.

R45

R **THE HORDE 87**
US Gold, £44.99

Slightly weird strategy game in which you try to develop and run a village, while waiting for the regular attacks by hideous, ravening monsters. A bit like being a pub landlord around here, really.

R16 PD16

R **MACHIAVELLI THE PRINCE 89**
MicroProse, £44.99 (now on budget)

Colonization-style strategy game packed to the eyebrows with assassinations, plagues, pirates and intrigue. Get caught in bed with an underage boy! Sell guns to terrorists and get away with it! Well, the historical equivalent, anyway.

R28



C **MASTER OF ORION 2 92**
Microprose, £TBC

The world's most complicated space conquest strategy game has been updated, and it's as sophisticated as ever. Don't even think about buying this if you have no patience, or expect to find a quick answer to taking over the universe - we're talking several hours of gameplay just to get your bearings. There are more things to research than any other game of its type, and the game changes in scope the further into it you get. Extremely rewarding and very addictive. Kiss real life goodbye.

R45

R **PERFECT GENERAL 82**
Mirage Software, £44.99

Just one of the many thousands of playable and engrossing hex-based wargames waiting to take you in their big, comfortable arms and protect you for the rest of your days, you huge hunk of man, you.

R29

C **SETTLERS 2 92**
Blue Byte, £39.99

A whole range of improvements in this sequel, including a new interface, more varied gameplay and far, far bigger levels. Frighteningly addictive.

R41 PD40

R **SIM ANT 82**
Maxis, £9.99

Maxis were stretching a point somewhat by this time.

R**

C **SIM CITY 90**
Maxis, £9.99

The original game that spawned a monster, it now looks really ropey and everyone has a copy of it somewhere.

R20 T22

C **SIM CITY 2000 92**
Maxis, £39.99

Fully rotatable 3D version of the classic strategy game with far more depth (literally you have to look after stuff underground now, too) and an excellent hierarchical menu system to control it all.

R13 T15

C **SPACE HULK 90**
Electronic Arts, £11.99

Classic real-time strategy action game with liberal doses of death and destruction, huge gouts of blood and gore, and masses of tension and fear. A bit like *The Generation Game*, really.

R416 PD16 T6, 7

C **SPACE HULK: VENGEANCE OF THE BLOOD ANGELS 90**

Electronic Arts, £49.99

Windows 95 version of the 3DO version, featuring the best missions from the original game, a new campaign, new graphics and sounds and a full 3D engine. Looks fab, but is *extremely* hard.

R40

C **SYNDICATE PLUS 92**
Electronic Arts, £11.99

The classic isometric strategy game for amoral, homicidal maniacs, plus the data disks, plus a network play option.

R17

C **SYNDICATE WARS 95**
Electronic Arts/Bullfrog, £44.95

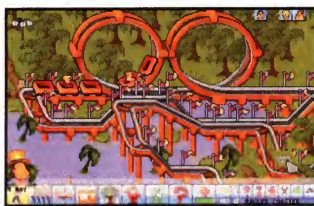
The long-awaited update to the classic strategy game is one of the most violent, addictive and fun games on any system, a fiendishly subversive sci-fi extravaganza that's incredibly atmospheric. The more you play it, the better it gets. And there are loads of multi-player options, too.

R43

R **TACOPS 81**
Strategic Plus Software, £49.99

Excitement a-bungo and endless tactical possibilities make this basic-looking real-time strategy game a must-have. Includes network play and play-by-mail/e-mail options.

R40 PD40



C **THEME PARK 93**
Electronic Arts, £19.99

Design and run your own theme park, competing against others for the title of the best in the world. Design rides to make children sick. Force old ladies' hip-bones to pop out of their sockets with the G-force on your roundabout. And other stuff.

R17 T18, 19, 20, 33, 34

R **THIS MEANS WAR! 89**
MicroProse, £44.99

A futuristic strategic wargame, using elements from both *Command & Conquer* and *Transport Tycoon*. Slower-paced than C&C, but engrossing once you've come to grips with the myriad options available.

R35 PD32

C **TRANSPORT TYCOON 94**
MicroProse, £9.99

Follow-up to *Railroad Tycoon* that has you moving into the world of aeroplanes and buses and stuff. Beautifully designed and

thought-out. Excellent, hierarchical drop-down menus, and a playing area that feels about four times the size of *Sim City 2000*'s. One of the best strategy games around. Rush out and buy it.

R21 PD21

C **UFO: ENEMY UNKNOWN 93**
MicroProse, £34.99

Top-notch strategy/resource management game with turn-based fighting against big squishy blobby aliens that are quite scary if you screw your eyes up and pretend Rolf Harris did the artwork. Amazingly addictive and compelling, it spawned the all-conquering sequel, *X-COM*. Available on *Power*, *Corruption* and *Lies* compilation, with *Dune 2* and two others.

R15, 16 T16, 18, 33

R **VIRTUA CHES 85**
Titus, £44.99

Snazzy, three-dimensional SVGA chess action with a sophisticated artificial intelligence that adjusts its difficulty level if you're out of your depth. Still very tough, although not as 'naïve' as *Chessmaster*. Nice graphical extras, but not as many gameplay options nor is it as subtle as the upgraded *Kasparov's Gambit*.

R27 PD25

R **WARCRAFT 2: TIDES OF DARKNESS 82**
Zabrac, £44.99

Very addictive and enjoyable sequel, with a good network option and some improved AI and controls.

R36 PD37 T37, 41

WARHAMMER 73
Mindscape, £39.99

Addictive Windows 95 real-time strategy game that's a bit too hard, with fiddly controls.

R37

R **WAR WIND 88**
SSI/Mindscape, £44.99

Basically, 'it's *Warcraft 2* with knobs on'. It's more or less the same game, but there are weirder creatures and loads more specialist units and little extras that give ten times the variety. You don't create units from scratch, but you can buy them and train them up into something else. And there are four widely differing races, which require quite different tactics to succeed, adding to the longevity. If you liked *Warcraft*, you'll like this.

R45

R **WORMS 84**
Ocean, £34.99

A cross between *Leemings* and *Cannon Fodder* of limited one-player appeal, but brilliant in multi-player mode (up to four can play on a single machine). Turn-based combat revolves around using a variety of destructive weaponry to blow the arses well and truly off your opponents. A great laugh.

R33 PD32 T39

C **X-COM: TERROR FROM THE DEEP 94**
MicroProse, £44.99

The follow-up to *UFO: Enemy Unknown*, it's another turn-based strategy/combat classic, but this time set underwater, that will have you up till all hours, losing your sleep, job and girlfriend while you fight the jelly-like alien terrors from the... uh... well, deep. Let's hope a future version will include a data disk with free couple therapy.

R26 PD25

C **Z 92**
Time Warner Interactive, £44.95

Addictive *Command & Conquer*-style game, based on occupation of zoned areas to control weapon-producing factories. As a result, it's more strategic than C&C, and lacks the exploration aspect. Network options, entertaining cut scenes and soldiers who feel free to criticise your efforts. And criticise you they will, because it's very, very hard indeed.

R42

Some titles may not be released at time of going to press.
Prices are subject to change without notice. E&OE. **Callers welcome**
by appointment. Please state type of computer when ordering.



Apparently, some of you don't like girls, games or Windows 95! It's a funny old world, innit?

GIRLS! GIRLS! GIRLS!

Would you please not put rude photographs of women on the cover of PC Zone! (eg. the back of issue 44). I got hell at school with nudges, remarks and so on and couldn't read my magazine in peace. Please no more corny pics!

Grant Couper, Co Westmeath, Ireland.

NOT PC

My son, who is 15 years old, has been buying PC Zone because of his interest in computers. I was very disappointed to see the picture on the back cover of the November issue – it was indecent and I am writing to ask that in future such pictures would be kept out of your magazine. It was particularly offensive because it was so obvious being on the outside cover.

Mrs J. Nimmo, Elderslie

The Jo Guest and Lara shots that have appeared in the last couple of issues seem to have caused a bit of a stir, but some people seem to have over-reacted just a tad.

As far as the outside back cover is concerned, it's an advertisement, and while we can exercise some kind of control over what goes where, the editorial and ad teams decided that if Gametek want to advertise their products in such a fashion in PC Zone, then why not? Whether you love or loathe the ad, it's certainly achieved what Gametek intended, which is to get their product noticed.

To avoid further embarrassment, we won't be running that particular advertisement on the outside back cover of the mag in future. However, as our readership largely consists of males in their twenties, we cannot rule out the possibility of similar 'adult-themed' ads appearing in future.

SIMON SAYS YES AGAIN

Three things. Just for the record, I think that Duke is much better than Quake (which was just too slow on my 486sx-25 with 8Mb RAM). Are Adventuresoft planning to do a Simon The Sorcerer 3? Have you seen anything more on UNREAL from Epic (Yes EPIC!)? It looks like it will be much, much better than Quake and Duke.

Andrew Gill, Bradford.

Firstly, we're not surprised Quake is slow on your machine, the entry level spec for Quake is a Pentium – always was, always will be. Secondly, Adventuresoft, are currently



Letter of the month

SCORES ON THE DOORS



I don't really read PC Zone for advice on which games to buy; I read it because it's funny, and because it tells and shows me enough about new games for me to make my own mind up. Nevertheless, the opinions and ratings that you put do make an impact: if I see a review with copious quantities of spooring, 'classic' symbols, superlatives, and a score of 95 at the end, I'm pretty likely to think it's a good game. Which is why it doesn't really help when every single game you reviewed in the mag this month scored over 70.

The standard reply is that games are simply getting better. Well, I don't give a toss, quite frankly. If they are getting better, make the ratings more stringent. I am not interested in any sort of absolute rating; I want to know how a game compares to everything else on the market in terms of quality. I refuse to believe that half the major releases of this month are all 'Classic' games. For a game to be a classic, it has to be that much more classy than a classic game a couple of years ago. I personally maintain that Quake is far more of a step forward than Doom was; but given the current competition, I don't think that it merits any higher accolade. Rant over.

Lucian, CIX

Yep, we reviewed a lot of good games in the last issue, 'cos, yep, there were a lot of good games around at that time. This

month scores are generally lower, because there are fewer good games around. Last month the scores were generally higher because we could pick and choose what we reviewed. As a result the scores were quite high across the board.

Basically, if a game scores over 70, we feel that it's worth buying. We always give games to reviewers who we think will like the game because they're fans of the genre. For example, we wouldn't give FIFA 97 to someone who couldn't stand football – that just wouldn't make sense. Consequently, when a game is reviewed in PC Zone it's reviewed in the best possible light (we like to give it every chance). If a game gets a 'Recommended' logo then we definitely urge you to buy it, especially if you're a fan of the genre. If it gets a 'Classic' rating, we think that you'll enjoy it whatever your taste – in other words, it's essentially a very strong title.

Sometimes, you might think that scores are unrealistically high, but please remember that all our reviewers are ardent gamers, who are very enthusiastic gamers, and if they give a game a high score it's because they really liked it.

Similarly, if something is really bad, rest assured we'll hammer it for being crap (hence the Pants logo). At the end of the day, it's all down to personal opinion, and whatever we do we'll never please everybody all of the time.

working on a new adventure called Feeble Files that stars the voice talents of Robert Llewellyn (Kryton in 'Red Dwarf'), the bloke who did the voice of Orac in 'Blake's Seven' and someone from 'The Archers' (see the new piece in this issue for more details). Once this project is finished they'll be starting on Simon 3. Thirdly, yes we have. Look out for a preview next month.

COME BACK DOS. WE MISS YOU!

Right! I've had it up to here... just when you thought it was safe to hide away, the age old debate about whether Windows 95 is any good for games, back it comes, rearing its ugly head to one and all... the cause of the problem? Your cover CD from December's issue...

So the story goes:

Step1: Boot into Win95, open PCZONE CD and click Browser.

Step2: Notice the demo for SWIV3D and

elect to install it.

Step3: Wait...

Step4: Get greeted with crappy message about not being able to find a certain file, (something to do with DirectX I think), and end up with the uninstall program faster than you can say "All French people have a BO problem".

Step 5: Get arsed off!

Step 6: Try Hellbender installation.

Step 7: Get greeted with shitey message from Microsoft, (KissmyarseBill), that DirectX2 will now be installed and that my current (Matrox Millennium) drivers may be overwritten...

Step 8: Remember how long it took to build and configure my pc from scratch and decide that the game isn't worth the risk.

Step 9: Try out Monster Trucks from Microsoft... skip back to Step 7.

Step 10: Get completely f**ked off with the whole idea of games under



(Above) Lara's lookalike says: "If I had the same vital stats as the bird in the game I'd have to buy me bras from Jean-Paul Gaultier."



(Left) He's a six-billion dollar man – and even Bill Gates can't get games to run well on Windows 95...

Windows 95 and re'dual'boot into 'real' DOS 6.2 to have a go with the DOS PC Zone stuff... guess what? It all works without a glitch... including SWIV 3D.

Step 11: Phone up Bill Gates and tell him what a complete and utter arse he is. So, there you go... Nothing has changed... Windows is for serious stuff and DOS is for games, let's leave it that way shall we, 'cos quite frankly, when a game is given your Windows 95 symbol it's more of a put off than Kate Moss in a bikini. Goodbye.

P.S. *Deadly Tide* (Microsoft again) did work but it was complete wank anyhow so it wasn't worth the effort...

Jay Mather, CompuServe

In the words of the *Inspiral Carpets*: "Nobody said it was gonna be easy". Microsoft will be the first to admit that there are one or two problems that need to be ironed out as far as Windows 95 and games are concerned, especially with DirectX. You just try grabbing stuff! Unless a game is Windows 95 native, we'd suggest that you try running it in DOS mode. At the end of the day, if that's what you're most familiar with, then stick to it. Maybe things will be better this time next year?

LOST IN 3D

Could you please tell me what is the best 3D accelerator card available, bearing in mind that I want one that is a normal graphics card as well. Also, what the hell happened to LBA2, it should be coming out soon and you guys still haven't reviewed it?

Ashley Ashford (LBA fanatic), CompuServe

Everyone's asking us about this at the moment. Let's just say this whole thing is a bit of a minefield and we can't (won't) recommend any card until we know for sure what games will be coming out that use 3D acceleration. Look out for a comprehensive feature on this very subject in the March issue of PC Zone. As far as we know, LBA2 is still slated for a Spring release. We've seen some code and it looks totally gorge, so watch out for a preview next month.

LOVELY LARA RAIDER MAID

I have joined the ranks of sad bastards and fallen head over heels in love with

Miss Croft. Wow, what a woman, she's got everything, hasn't she? By the way, your review on *Tomb Raider* was superb. I have just one minor complaint, I liked the use of a model dressed as Lara, but why couldn't you have got one with similar vital statistics?

Still, it would be hard to find someone as perfect as Lara.

Ray Morrissey, a sad bastard on CompuServe

P.S. Keep up the good work.

Glad you liked the review. It is truly a fantastic game. The general consensus at the Zone office was that Natalie (the Lara-like) was pretty close to the polygon version – ie. she was drop dead gorgeous in the flesh (as it were). If you don't believe us then enter the compo on page 32 for a chance to win a date with the lovely Lara so you can see for yourself.

UNCHARTED TERRITORY

I bought the December issue of PC Zone this week and checked the games charts compiled by Our Price. Who are you trying to kid?

C&C: *Red Alert* is at number one and hasn't even been released yet! *Tomb Raider* is at number two and isn't yet in the shops! At number three is *Screamer 2* which is also not out yet, and SWIV 3D at number four? I don't think so!

What the hell is going on?

Jeff, CIX

Okay, we admit it. Last month's chart went a bit haywire due to a bit of confusion between OurPrice and ourselves.

Essentially, the OurPrice Chart is a list of what they predict will sell most in their stores in the coming month, and not a chart of what they've actually sold.

Because we go to press about two months before the magazine actually goes on sale, it's difficult to predict accurately what's out and selling and what's been released. As a result, don't take it as an accurate sales chart, but more as an indication of what's going to be big.

(Right) C&C *Red Alert*: it will be out soon and it will go to number one, 'cos Our Price says so. So there.



WHERE'S RED ALERT?

Where the hell is C&C: *Red Alert*? You said you'd be reviewing it soon and it would be in the shops come the Autumn. What's happenin', man?

Keith Jeavons, Ashted, Surrey.

We saw very early code (the first six levels) a few weeks ago and we didn't feel that it was reviewable because it was still clearly incomplete. The missions were still being finalised and the AI (a rather crucial part of the game considering the quirky nature of the first one) was still being worked on. Some magazines have decided to review this version and if you look at the grabs you'll see that most of them are pretty old and have been lifted off the Westwood Web site. We'd rather wait until the game was more complete before we commit ourselves to a score.

Hopefully, this means that we'll be able to give a more informed and considered opinion. Initial reactions do indicate that if Westwood do what they say they're going to do, it will be totally fab.

WOT NO ITEC!

Being an ardent CM2 fan, I rushed out to buy the upgrade disk as soon as I saw the ads. Being an Ipswich Town supporter, imagine my amazement when I found that they've been pulled out of the game! Gone without trace! Looking further I discovered that Croatia are missing too! What are Eidos doing?

Jo, Wimbledon.

Apparently, this was an oversight on the part of Eidos and they'll be putting out a patch that will fix everything very soon. Sorry to all Ipswich fans. **Z**

Write to PC Zone

Send your letters to:

**WordProcessor
PC Zone
Dennis Publishing
19 Bolsover Street
London W1P 7HJ**

Send your e-mail to:

**CompuServe: PC ZONE 100142, 2152
CIX: PCZONE@CIX.compulink.co.uk**

Don't forget to check out the PC Zone CIX conference if you're on-line.

If your letter is selected as 'Letter of the Month' we'll send you a bundle of T-shirts and maybe even a game. COO!

NB: PC Zone retain the right to completely edit, re-write and change all correspondence in order to make them even more smug, funny and witty.

escape

ELECTRONIC ENTERTAINMENT FOR MEN

-a load of Bullocks



Inside issue 2

E-mails of the rich and famous

Fancy sending Sandra Bullock a pic of your underpants? Or redirecting all your junk e-mail to Jeremy Beadle? You need *escape*'s definitive guide to celebrity e-mail addresses...

Plus:

How many times have you heard a guy claim video games are better than sex? We get our hands on a portable cardiac monitoring machine and put our best man on the job

- Escape locks Ron Atkinson in the changing room with football simulation *Championship Manager 2*
- Swingers love the Web because it's a great way to meet, like minded people. Our intrepid reporter checks it out
- Four women, four Internet virgins... until now. Escape introduces them to the Web and stands well back
- The best stocking fillers this side of Cindy Crawford
- On-line soap operas
- Snowboarding on the Net
- The best-selling sex CD-ROM of all time
- Other stuff we'll think of at 2am on Saturday morning a week before the deadline

Issue 2 on sale Thursday 5th December

In WH Smith, Menzies and all good newsagents. If you can't see it, ask.



Culky Says

Culky tries his luck at the lottery!

dear the lottery. ①
I done it last week but I never won not nothing never, but I still done it innit.
My name is Culky and I live in Feltham green, with my mum. I was done the pub and one of my mates reckon that I could get some of your money back.
They sed if I can write to you I can apply for a lottery grant from that fund what you got. So I got my mum out of the pub and then I got her to help me write this letter.
She didnt even charge me.

When you have looked at all four things on my list I want you to add up the total of the money I'm going to get, and post the cash to me. ④
Send cash to: colin culk
57 LimeWalk Avenue
Feltham green
London NW9.
P.S. I think that your adverts what you got ontelly are good. They are in colour, and very clever, with little bits coming down out of the sky.
cheers
culky

the garage :- plan view ⑦
1) Before Cost £9000
2) after
Rubbish
nice posh carpet
bar
piano
entrance

but anyway, I want some lottery money to make a few changes to: ②
1) my stereo speakers.
2) my bedroom.
3) my dads garage.
4) the back and front garden of our house.
I think that all the people what work for Camelot are skill and very clever and I have been very scared writing this letter because of what they are like.
I think that the boss of the lottery is clever and kind and I think that the blue colour of the lottery tickets is stylish.

my stereo speakers ③
I don't like mine. I want bigger ones. my radio sounds shit. If I had a lottery grant I could:-
a) turn these - into these
ALTA10.4W
Rogers 600W
Cost £5000

the front + back garden. ⑥
I want the money to get rid of all of the engines and car tyres from our front and back gardens, then I want the money to put in a mini golf course, flash gates and that.
CHATEAU COLIN
LAWN
GOLF COURSE
Cost £6000

I think that the lottery is a good company, I like good companies. They are especially good as they give money to people. Some of my mates think that the lottery is shit, but when they say this I hit them in the gum area until they say "Sorry Colin." Anyway, about my money.
Dear the lottery, this is what I want you to do. Please listen.
First, choose one from the numbered list of things I want done (see page 2) look at the diagrams what go with it. Then decide how much money I can have for it, then move on to the next thing that I want done. ③

my bedroom I want:- ⑤
a) 22 carat 'lottery Specials' + dimmer switcher
AND...
b) 22 carat 'lottery Specials' door handles
not too much money needed here
Cost £4000

Camelot National Lottery Headquarters, Birmingham B1J 2DT
THE NATIONAL LOTTERY
Dear Sir,
We are sorry to return your recent application for lottery funding but we cannot fund individuals for their stereo systems or for their desire for flashy gold door handles.
Yours sincerely
John Stapleton
Camelot Director.
P.S. Please don't write to us again.



MY GOD, I CAN BE A SAD BASTARD at times. Mind you, I take solace from the fact that most of my friends are equally pathetic. Here's what five of us were up to on a Saturday evening a couple of weeks ago...

Location: Bogle's house (yes, I know Bogle's a silly name, but it's his nickname and he's always been called that, so don't blame me).

Female Presence: Zero. (Bogle's girlfriend, Sarah, had gone out in a huff not long after we turned up).

Intended Activity For The Evening: *Grand Prix 2* (on Bogle's P166, utilising his new driving wheel and pedals).

Refreshments: Alcohol and grass were readily available, as was the butterscotch Angel Delight. (Bogle's fridge *always* contains vast quantities of butterscotch Angel Delight).

Seating Arrangements Around Bogle's Computer Desk: A tad cramped, but bearable.

You've got the picture...

Five blokes, a steering wheel, and a 17in monitor. It was eight in the evening. Game on, or, to be more accurate, time to work out the 'rules'.

Troff: Let's have a full-length take-it-in-turns race at Monaco.

Me: Yeah, but it gets boring if you crash. I don't want to sit around for two hours watching everyone else race.

Troff: So don't crash.

He's afraid of ... not being afraid of graphs

Chris: Let's do a time trials thing.

Bogle: Yeah, I'm up for that.

Troff: Awww! That's so fucking boring!

Me: No it's not, it's just as good as a race. And we can do different car set-ups. I've got a shit hot one for Silverstone.

Andy: You reckon?

Bogle: I'm unbeatable at Monza. Let's start there.

Sad, sad, sad, sad, sad...

Three hours have now passed and we're still at Monza – and all completely bollocked, to boot: getting slower and slower and slower. Troff, aided by Tennants, Skunk and butterscotch Angel Delight, has just put in an unbelievably glacial laptime of three minutes and several seconds.

Troff: Eh? That can't be right! Was that both laps or, er...

Andy: Giggle, giggle. Chortle.

Troff: Did I crash or something?

Bogle: (*Confused*). Er, I don't know. Um...

And then Chris has a bright idea, suggesting that we check out the 'graph' of Troff's previous lap. (Oh, and just in case you've never seen *Grand Prix 2*, I'll quickly add that you *can* do this stuff, Chris wasn't imagining it – you can be party to the kind of telemetry information F1 engineers enjoy).

So we loaded up the graph in question and, I hate to admit, were instantly enthralled by the thing. We weren't in any state to understand it, of course, but it amazed us nevertheless: even those of us who had seen it before. We were like five Stone Age people who had just been given a mirror. "Wow," said Troff. "Is that, er... me?"

"You can zoom in on it," said Chris, clicking an icon. The graph changed shape accordingly.

"Hang on," said Bogle, "What are the, um, different coloured lines meant to be?"

"Er, speed and, er, brakes or something. And, er, revs?"

Much clicking of icons ensued, and pretty soon we were zoomed right in on the telemetry information for a single corner of the Monza circuit – with an overlaid map showing which corner it actually was. For some reason, Troff found this section of the graph hilarious and burst into laughter. We all followed suit, as you do when out of your tree.

"How do you change the, ha, ha, ha, shape?"

"What? Ha, ha, ha. Of the graph?"

"Ha, ha, ha, ha, ha, ha, yes, ha, ha."

"Ha, ha, ha, er, I don't know, ha, ha, ha!"

"You've (ha, ha) got to change your, er, wings and your gear cog sizes and stuff."

"What if you only change them by one billionth of a zillimetre?"

"Ha, ha, ha, ha, ha, ha, ha, ha, ha!!!!"

"Hee, hee, hee!"

"Chortle, chortle, chortle."

And so on, until we all fell asleep on our chairs.

Cold light of day...

I've got this theory that 'sad bloke syndrome' is partly perpetuated by chicks who don't like men to be interested in anything other than them... and that even an 'exciting' hobby (such as free-fall parachuting into active volcanoes) would be the subject of female derision should it draw attention away from their current hairstyle by even one per cent. I'd also add that a chick could be labelled as 'sad' for actually being interested in buying a particular pillow case, or a toilet roll holder.

But I'll hold back, because of what Bogle's girlfriend, Sarah, witnessed on her return the next morning – and you can imagine what she concluded. She'd walked into a room where five unconscious blokes were slumped, snoring, in front of a still active monitor... on which there was a graph. A graph.

Oh dear. Another goal for the girls, then. Shit! **Z**

Amaze your friends with this free gift! By careful cutting and folding, *PC Zone's* interactive graph can be transformed into a fully working model of Chartres Cathedral! And it saves on Christmas presents...

BEYOND HELP

EXTREMELY SAD

SUPREMELY SAD

SADDER STILL

EVEN SADDER

SAD



DUNCAN



MACCA



TIM



"Incredible.
It is, quite simply,
the best in it's class."
PC Review

"One of the Best"
PC Zone Classic 90%

"Hind is a helicopter game
unlike anything you'll
have played before.....
basically it's great."

PC Gamer Game of the Month 90%

"A mouth-watering prospect
for flight sim fans"
PC Guide Best Buy 5/5

GO SLEIGH 'EM SANTA

AVAILABLE ON CD ROM. FULLY WIN 95 COMPATIBLE.
DIGITAL INTEGRATION LTD. WATCHMOOR TRADE CENTRE,
WATCHMOOR ROAD, CAMBERLEY, SURREY, GU15 3AJ.
TEL: (01276) 684959 FAX: (01276) 21541

